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CHEATZONE

TIPS ★ GUIDES ★ SOLUTIONS ★ CHEATS

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WWE SUPER-DIVA ANSWERS YOUR QUESTIONS IN OUR **HERE COMES THE PAIN** CLINIC

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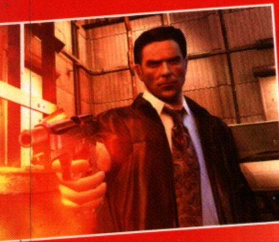

- **FIFA 2004**
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EVERY bonus and
EVERY secret revealed!

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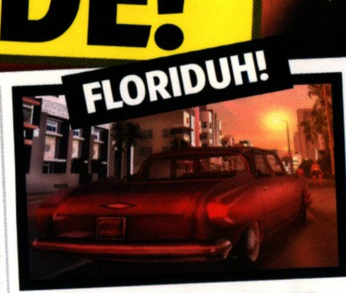
WAR IS SWELL!

MEDAL OF HONOR: HARD BITS KILLED
We go Pearl Harbor on Rising Sun's stickiest bits – read this and you'll never die again...

FLORIDUH!



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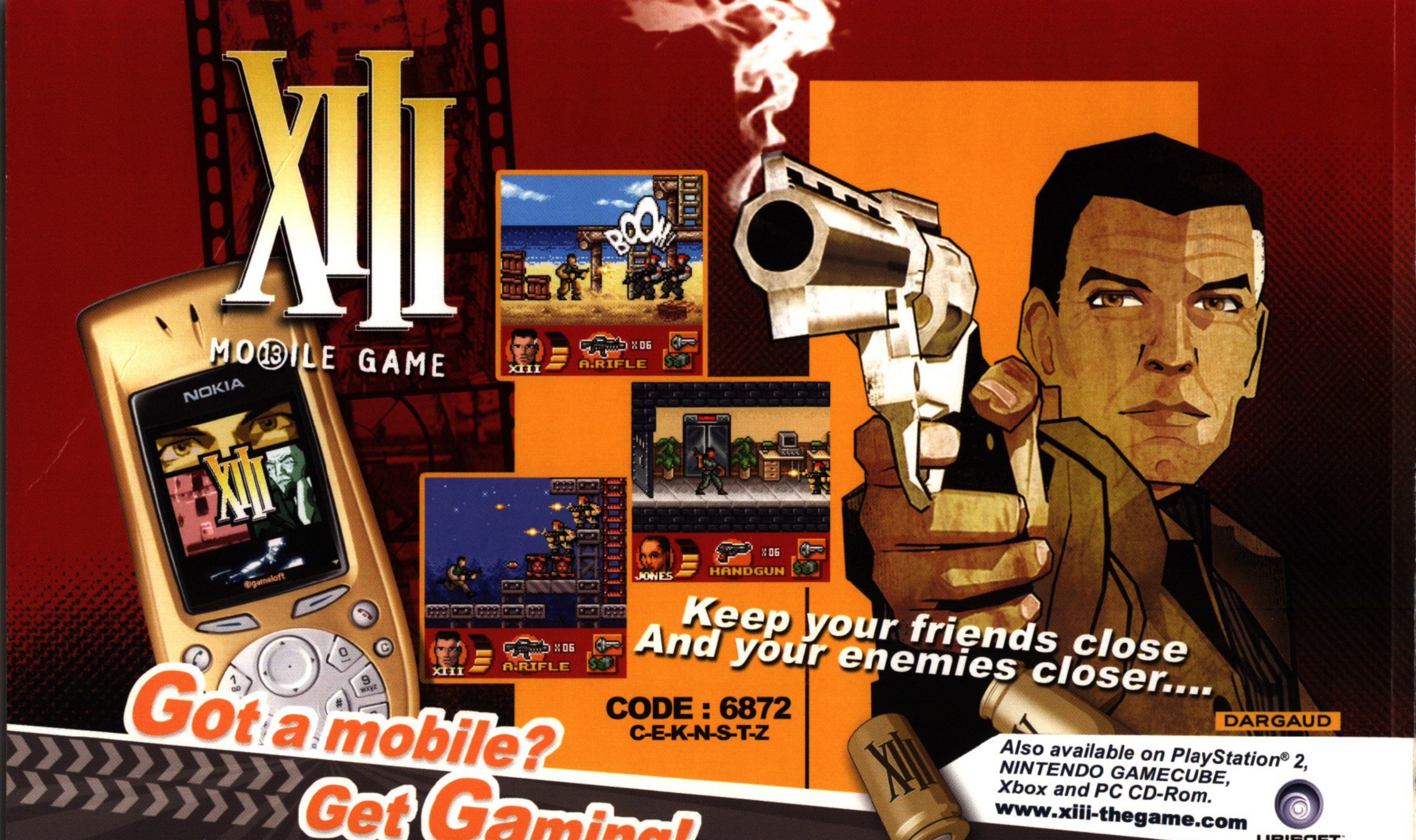

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SUMMER VOLLEY

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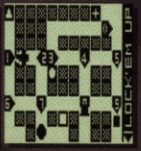
CLUSTER PIRATE

CODE : 9835
A

GAMELOFT CASINO

CODE : 2702
A

LOCK'EM UP



CODE : 8797
A-H

ADVENTURE

PRINCE OF PERSIA THE SANDS OF TIME™

CODE : 1777
C-E-K-N-S-T-Z

GULO'S TALE

CODE : 1488
K-M-N-S-Z

PRINCE OF PERSIA® HAREM ADVENTURES

CODE : 1763
A-C-E-G-I-J-K-L
M-N-P-S-T

RAYMAN® 3

CODE : 6581
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- **Nokia** 3410 : A
- **Siemens** S55, M55 : G
- **Siemens** SL55 : P
- **Siemens** M50 : H
- **Siemens** C55 : I
- **Siemens** MC60 : J
- **LG** 5300i, 5400, 7100 : L
- **Sony Ericsson** T610 : B
- **Motorola** T720 : M
- **Motorola** V300, V500, V525, V600 : K
- **Sharp** GX10 : S
- **Sharp** GX20 : T
- **Sagem** My V-65: Z

*UK only. Each SMS costs £1. (A b&w game costs £2 and a colour game costs £3). You will also incur your normal SMS and WAP charges. Please make sure you have sufficient credit to receive your order. You must be 16 or over to use this service.

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WELCOME TO CHEATZONE

THE BIG XMAS GAMES SORTED

Over the next few months, the PS2 charts are going to take on a pretty familiar look. One reason is the lack of decent January and February releases to challenge those who arrived in the pre-Christmas rush. But mainly it's down to the fact that games like *Medal Of Honor: Rising Sun*, *Return Of The King*, *FIFA 2004*, *Smackdown! Here Comes The Pain* and *Tony Hawk's Underground* just refuse to go away.

No wonder. We've played them all – every inch of 'em – from beginning to end and they still continue to deliver, what we like to call in the trade, 'stuff': little bits and bobs that you may miss on your first play through. *Rising Sun* is a prime example: Steve spent this month digging around in its guts and came back with six pages stashed with bonuses and secrets – all 'stuff' you probably whizzed past on your first play through.

MORE PAGES, MORE GUIDES

But that's not all. Oh no. *Need For Speed: Underground* is nailed. The new *Harry Potter* is crushed. *The Sims* is completed – every last bit of it. And, as well as that, Tom spent the month putting your *Here Comes The Pain* questions to the bee-yoo-tiful Torrie Wilson.

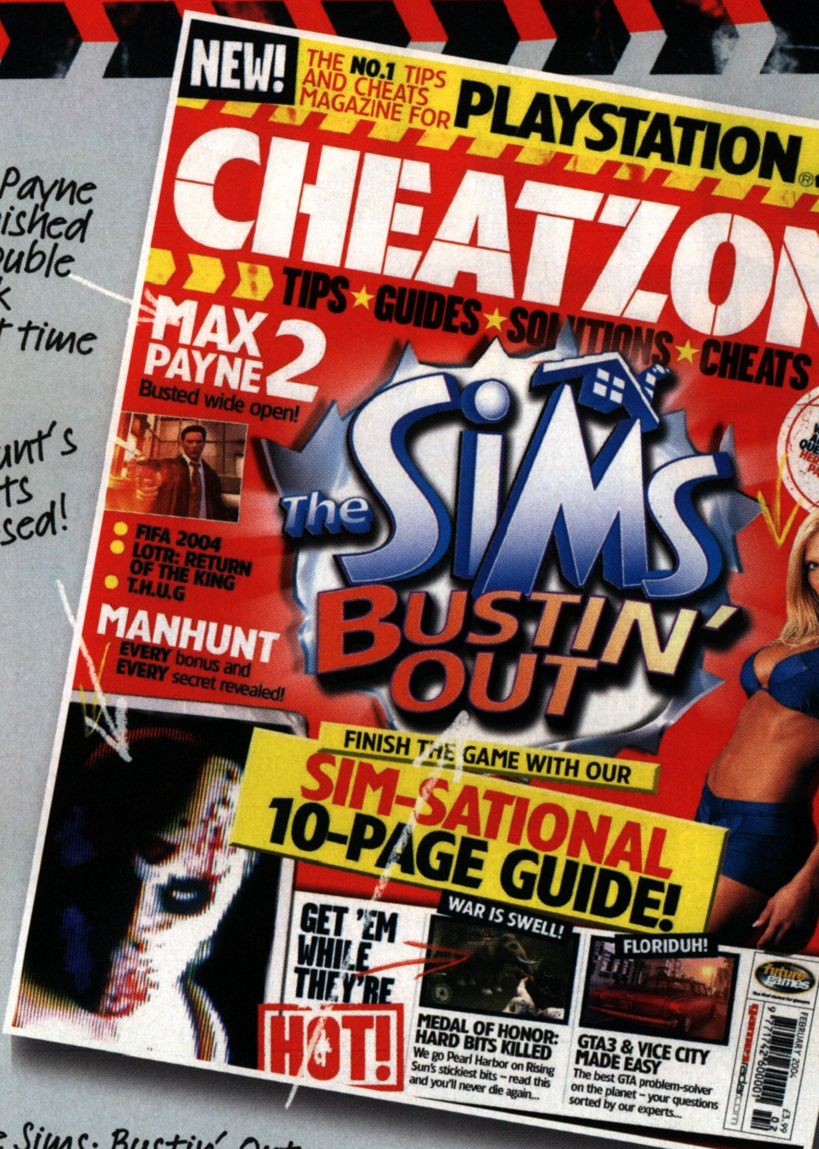
Not bad work for a bear.

THE CHEATZONE TEAM

WE DELIVER THE BEST GUIDES EVERY MONTH!

Max Payne 2 finished in double quick bullet time

Manhunt's secrets exposed!



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future games

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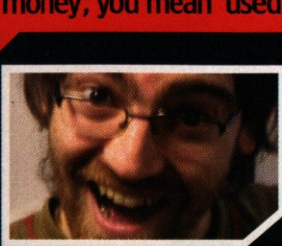
The Sims: Bustin' Out taken to the cleaners...

Lovely Torrie answers YOUR questions inside!

SO WHO ARE WE?

They're the best gamers money can buy. If by 'money', you mean 'used Co-op coupons'.



MATT CUNDY
Congratulations to Cundalf on the birth of some sort of baby-thing to which he has bestowed his name. "Against all odds, giving birth is a right laugh," he reckons.

TOM MAYO
Crazy-faced ursine-man-combo-go-go-attack Mayo loves RPGs and fighting games. This month's expression achieved using a motorised Gillette Contour Plus.

STEVE CUN'WORTH
Steve roadtested a new dying-of-flu voice for the first half of the month before reverting back to the tried and tested train cancellation excuse.

RICHARD HOOD
Hoodman: Codename 47 had a terrific month as he finally moved into his new house. Such was his overwhelming sense of joy, he managed this smile.

TIM WEAVER
Order-barker Weaver spent the month doing pretty much nothing, which is more than normal. Then, before the late nights kicked in, he went on holiday.

IN THIS ISSUE...

THE SIMS: BUSTIN' OUT

010 There's only one guide worth bothering about when it comes to the latest Sims outing. And, fortunately, for you, it starts in five pages time. Best get turning...

12,000 CODES

More cheats than any other mag!

088 A TO Z
Here it is: 20 pages of PS2 cheats in one easy-to-find, really-quite-nice-looking place. Plus, unmissable Top Fives...

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THE BIG GAMES THIS MONTH

MORE PAGES THAN ANY OTHER MAG ON THE HOTTEST NEW GAMES...

010 THE SIMS: BUSTIN' OUT
The last time grumpy Editor Tim was this impressed was when he found out how babies were made.

022 SMACKDOWN! HERE COMES THE PAIN
Four pages of additional fighting tactics – plus Ask Torrie.

030 MEDAL OF HONOR: RISING SUN
Every bonus uncovered. Steve calls it "100% gunishment". Tsk.

036 MANHUNT
Secrets, bonuses, and gruesome deaths – all you need inside...

040 LORD OF THE RINGS: RETURN OF THE KING
EVERYTHING you could ever want to see and do. Fact, that. FACT!

050 HARRY POTTER & THE PHILOSOPHER'S STONE
Twelve pages of skull-bustin', punk-shuntin' walkthrough.

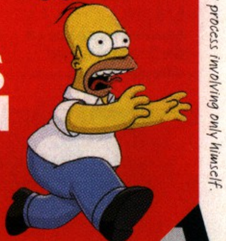
062 TRUE CRIME: STREETS OF LA
Find all the Dogg Bones and more with our incredible maps!

066 TONY HAWK'S UNDERGROUND
Secrets dished out like some sort of disturbing Lollipop man.

072 FIFA 2004
The best tactics from the best tactician: Steve 'Best' Cunnblah*.

074 NEED FOR SPEED: UNDERGROUND
Customise till your eyes fall out with our essential driving guide...

080 THE SIMPSONS HIT & RUN
Thrashed till it's fat and bloated like Barney's gut.



The latest cheats for the hottest new games!

100s of Action Replay & Xploder codes!

The only place to get your GTA answers!

Tough bits scythed in MoH: Rising Sun!

---

* Best rating according to data collected from Steve's Best Survey – a scientific process involving only himself.

THE PULSE

The latest codes / The hottest news / The stuff you MUST know

MORE TOP TIPS HERE!

MAX PAYNE 2: THE FALL OF MAX PAYNE

EXTRA DIFFICULTY MODES

Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies always set to their toughest level and a limited number of saves per level) difficulty settings.

UNLOCK MINI-GAMES

Complete the game once to unlock the New York Minute and Dead Man Walking mini-games.

ALTERNATE ENDING

Complete the game on the Dead On Arrival difficulty setting.

PRINCE OF PERSIA: THE SANDS OF TIME

UNLOCK CLASSIC PRINCE OF PERSIA MINI-GAME

Complete the game once.

CLASSIC PRINCE OF PERSIA LEVEL PASSWORDS

Level 2
KIEJSC

NEW
RISING SUN CHEATS!

Heavily armed: Make the soldiers invisible or give them amusingly large arms. Just as you would in a real war.

WAR LIKE SUSHI

MEDAL OF HONOR: RISING SUN

War's a right old lark when you've got big arms.

Go to the Options Menu, select 'Passwords' and enter any of the following codes.

ACHILLES HEAD MODE
MANDARIN

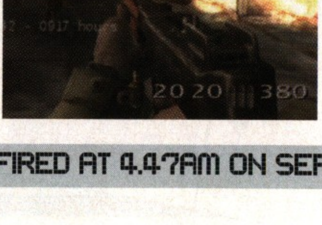
ALWAYS SNIPER MODE
PUFFER

BULLET SHIELD MODE
TANG

PERFECTIONIST MODE
HOGFISH

RUBBER GRENADES MODE
DAMSEL

BIG ARM MODE
SPINEFOOT



HAT MODE
SEAHORSE

SILVER BULLET MODE
TILEFISH

UNLIMITED AMMO
GOBY

UNLOCK ALL MISSIONS
BUTTERFLY

ALL REPLAY ITEMS
GARIBALDI

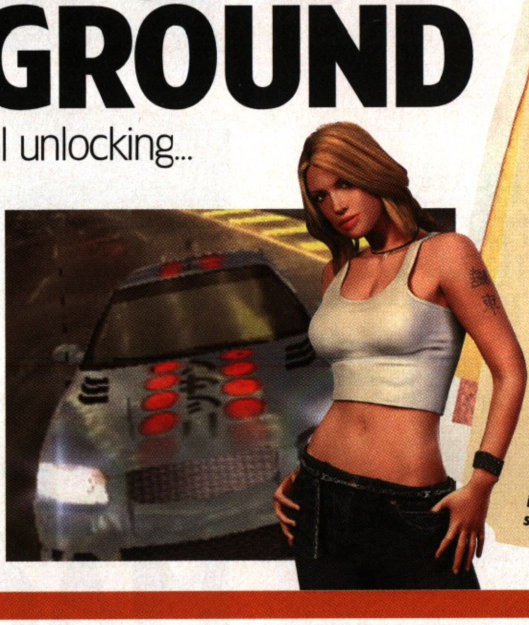
Look here for 'interesting' facts!

DID YOU KNOW? ➔ THE FIRST SHOT OF WORLD WAR II WAS FIRED AT 4.47AM ON SEPTEMBER 1ST, 1939 FROM

SPECIAL NEEDS

NEED FOR SPEED: UNDERGROUND

How about a bit of central unlocking...



UNLOCK ALL CIRCUIT TRACKS
Press ↓, R1, R1, R1, R2, R2, R2, □ at the Main Menu.

UNLOCK ALL SPRINT TRACKS
Press ↑, R2, R2, R2, R1, ↓, ↓, ↓ at the Main Menu.

UNLOCK ALL DRAG TRACKS
Press →, □, ←, R1, □, L1, L2, R2 at the Main Menu.

UNLOCK ALL DRIFT TRACKS
Press ←, ←, ←, ←, →, R2, R1, L2 at the Main Menu.

ENABLE DRIFT PHYSICS FOR ALL RACES
Press R1, ↑, ↑, ↑, ↓, ↓, ↓, L1 at the Main Menu.

THE C-FILES

We unearth real life cheats and tell the world how they conned the, er, world.

SUBJECT: SHINICHI FUJIMURA

One of the leading archaeologists in Japan, Fujimura's ability to uncover ancient artifacts led some people to believe that he had 'divine hands'. It seemed that wherever he wandered in his wellies, he would unearth some remarkable piece of stony jetsam that pre-dated Japan's known history. His most remarkable discovery came in October 2000, when he and his team dug up some stone pieces that - it was believed - once belonged to primitive folks over 600,000 years ago. This discovery was one of the oldest indicators of human inhabitance anywhere in the World. Truly exciting stuff. Unfortunately for old 'divine hands', a Japanese newspaper had secretly photographed the revered soil sifter digging holes and burying the artifacts himself.

VERDICT:

Ever watched *Time Team*? It's dull. Dig a hole, find nothing, talk about what you haven't found. At least Fujimura had the foresight to bury interesting stuff in case a dig proved fruitless. So a few textbooks had to be rewritten. Big deal. Fujimura had an enterprising approach to an otherwise yawnsome vocation.

OOH CHASE ME

MANHUNT

Unlock this lot and laugh your head off...

UNLOCKABLE CODES
NOTE: The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five star rating. Not easy. Codes can be checked at the Bonus Features screen and once unlocked they can be entered at the Main Menu screen.

Baldly go: Can you notch up five star ratings on Hardcore? It's mucho tough.

RUNNER
Complete Scenes 01 and 02 (Born Again and Doorway Into Hell) and press R2, R2, L1, R2, ←, →, ←, → at the Main Menu.

SILENCE
Complete Scenes 03 and 04 (Road To Ruin and White Trash) and press R1, L1, R2, L1, →, ←, ←, ← at the Main Menu.

REGENERATE
Complete Scenes 05 and 06 (Fueled By Hate and Grounds For Assault) and press R2, →, ◎, R2, L2, ↓, ◎, ← at the Main Menu.

HELIUM HUNTERS
Complete Scenes 07 and 08 (Strapped for Cash and View Of Innocence) and press R1, R1, △, ◎, □, L2, L1, ↓ at the Main Menu.

FULLY EQUIPPED
Complete Scenes 07 and 08 (Drunk Driving and Graveyard Shift) and press R1, R2, L1, L2, ↓, ↑, ←, ↑.

SUPER PUNCH
Complete Scenes 09 and 10 (Mouth Of Madness and Doing Time) and press L1, △, △, △, ◎, ◎, ◎, R1.

RABBIT SKIN
Complete Scenes 11 and 12 (Kill The Rabbit and Divided They Fall) and press ←, R1, R1, △, R1, R1, □, L1 at the Main Menu.

MONKEY SKIN
Complete Scenes 13 and 14 (Press Coverage and Wrong Side Of The Tracks) and press □, □, R2, ↓, △, □, ◎, ↓ at the Main Menu.

INVISIBILITY
Complete Scenes 15 and 16 (Trained To Kill and Border Patrol) and press □, □, □, ↓, □, △, ◎, ↑ at the Main Menu.

PIGGSY SKIN
Complete Scenes 17 and 18 (Key Personnel and Deliverance) and press ↑, ↓, ←, ←, R1, R2, L1, L1.

EXTRA SCENES
Earn at least a three star rating on each of the following sequences of scenes to unlock some mini-games.

HARD AS NAILS
Complete Scenes 01, 02, 03, 04 and 05 with at least a three star rating.

BRAWL GAME
Complete Scenes 06, 07, 08, 09 and 10 with at least a three star rating.

MONKEY SEE, MONKEY DIE!
Complete Scenes 11, 12, 13, 14 and 15 with at least a three star rating.

TIME 2 DIE
Complete Scenes 16, 17, 18, 19 and 20 with at least a three star rating.

GOD MODE
Complete the game on the Fetish difficulty setting and press ↓, ↓, ◎, ↑, □, △, □, R2, ↑, ↑, L1, △ at the Main Menu.

MORE TOP TIPS HERE!

PRINCE OF PERSIA: THE SANDS OF TIME (CONT)

Level 3
VNNNPC
Level 4
IYVPTC
Level 5
RWSWWC
Level 6
GONWUC
Level 7
DEFNUC
Level 8
SVZMSC
Level 9
DBJRPC
Level 10
MZFYSC
Level 11
BRAYQC
Level 12
UUGTPC
Jafar Battle
LRARUC

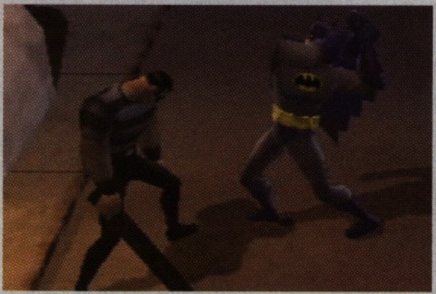
SECRET WEAPONS OVER NORMANDY

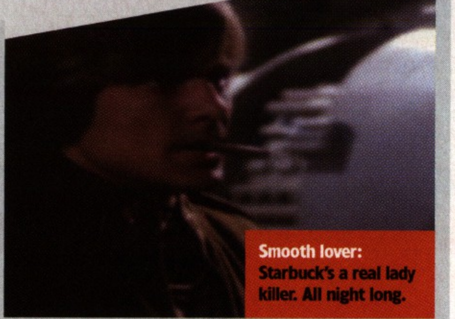
STAR WARS SHIPS
Complete all Campaign and Challenge missions to unlock an X-Wing and TIE Fighter in Instant Action Mode.

THE GERMAN BATTLESHIP *SCHLESWIG HOLSTEIN*. NOTHING LIKE A NICE WAR TO WAKE YOU UP IN THE MORNING. EH?

SHERLOCK HOMES

SERVIN' CHEATS LIKE THE MAITRE D' AT A HUSTLERS CONVENTION.





Smooth lover: Starbuck's a real lady killer. All night long.

Q1 BATMAN: RISE OF SIN TZU. CHEATS. PLEASE.

GEORGE CANN VIA EMAIL

Mad props to the man like Bat. He was high-rollin' up in his palatial but he never minced up his Batarangs. Respect. Due. As for cheats, BANG!!! ZOOM!!! Let's go go to the Batmobile and enter the following codes at the Title Screen.

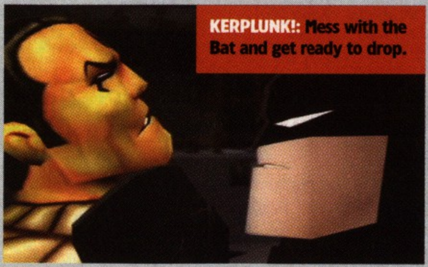
UNLIMITED HEALTH
Hold L1 + L2 + R1 + R2 and press ↑, →, ↓, ←, ↑, ←, ↓, →

UNLIMITED COMBO METER
Hold L1 + L2 + R1 + R2and press ←, →, ↑, ↓, →, ←, ↓, ↑

ALL UPGRADES
Hold L1 + L2 + R1 + R2 and press ↑, ↑, ←, ←, →, →, ↓, ↓

ALL END-GAME REWARDS
Hold L1 + L2 + R1 + R2 and press ↓, ↑, ↓, ↑, ←, →, ←, →

DARK KNIGHT DIFFICULTY LEVEL
Hold L1 + L2 + R1 + R2 and press ↓, ←, →, ↑, ↑, →, ←, ↓



KERPLUNK!: Mess with the Bat and get ready to drop.

Q2 I'M IN SEARCH OF BATTLESTAR GALACTICA CHEATS. PLEASE HELP.

PATRICK HOLLIDAY VIA EMAIL

This show was interstellar dopeness. The earthlings would be raisin' it up on the G and the Cylons would crash the set, peeling their galactic caps back and givin' it, "Kill all living organisms." But then Face from the *A-Team* would roll in pimpin' some honeys and be all, "I'm the Brevilleator and you boys are toast, so kiss Uranus goodbye!" Then it'd be major Starbuck laser quest payback and he'd cap those suckers back to Cylonium and then he'd truly get the party started. Supreme space badness. As for cheats, I've been led to suspect that completing the game on the normal difficulty setting unlocks an 'All Wingmen' cheat. I can't say I've completed the game, so this is unconfirmed. However, I do know that by entering the following codes at the Extras screen you unlock a bunch of weak-ass stills.

←, ↑, ←, ←, ↓, ←, ↑, ↓
↑, ↑, ↓, ↓, →, ↑, →, ↓
→, →, ↓, ↓, ←, ←, ↑, ↑
↓, ↓, ↓, ↓, ←, ←, ←, ←
↑, ↑, ↑, ↓, ↓, ↓, ←, →
↑, ←, ↑, →, ↑, ←, ↑, →
→, →, →, →, ↓, ↓, ←, ←
→, →, ↑, ↑, ←, ←, ↑, ↑

Don't forget – if you're seeking cheats, send crazy correspondence to:

MY MAN HOMES
Cheatzone, 30 Monmouth St,
Bath, BA1 2BW.

Or email:
cheatzone@futurenet.co.uk

CG eye: Unlock all the movies with our handy cheat.

BARMY ARNIE

TERMINATOR 3: RISE OF THE MACHINES

Rise and shine with this fine selection...

Choose Options from the Main Menu and then select Cheats. Input the following codes for the desired effect.

UNLIMITED AMMUNITION
⊗, △, △, △, ⊗, ◎, ⊗, ⊡

INVINCIBILITY
⊡, ⊡, ⊗, △, ⊗, ◎, ⊗, ◎

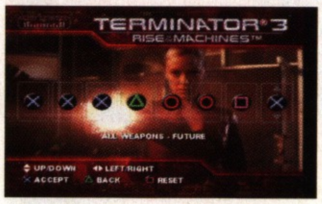
ALL WEAPONS – FUTURE
⊗, ⊗, ⊗, △, ◎, ◎, ⊡, ⊗

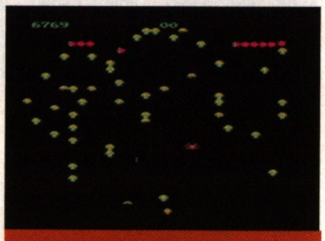
ALL WEAPONS – PRESENT
◎, ◎, △, ⊡, ⊗, △, △, ⊡

TERMINATOR HP'S 50 MORE IN EVERY FIGHT
△, △, ⊡, ⊗, ◎, △, ⊡, ◎

T-X HP'S 50 MORE IN EVERY FIGHT
⊡, △, ⊡, △, ◎, ⊗, ◎, ⊗

T-X HP'S 50 LESS IN EVERY FIGHT
⊗, △, ⊡, ◎, △, ⊗, ⊡, △





I'll be back: Unlock Centipede and see just how dull games used to be.

CENTIPEDE (MINI-GAME)
◎, ◎, ◎, ⊡, ⊡, ⊡, △, ⊡.
Select Atari Games from the Special Features menu to play this mini-game.

MISSILE COMMAND (MINI-GAME)
◎, ◎, ◎, ⊡, ⊡, ⊡, ⊗, ⊗.
Select Atari Games from the Special Features menu to play this mini-game.

UNLOCK ALL IN GAME MOVIES
△, ◎, ⊡, ⊗, ⊗, ⊗, △, ◎
All bonus materials can be viewed from the Special Features menu.

UNLOCK ALL STILLS
⊗, ⊡, ⊗, ⊡, ◎, △, ◎, △

T3 DEVELOPMENT TEAM
◎, ◎, ◎, ⊡, ⊡, ⊡, △, ⊗

DID YOU KNOW? → THE FAMOUS TERMINATOR LINE, "I'LL BE BACK", WAS ORIGINALLY SCRIPTED AS "I'LL COME BACK".

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The Sims Bustin' Out
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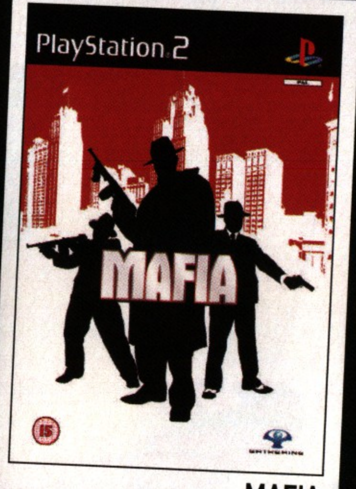
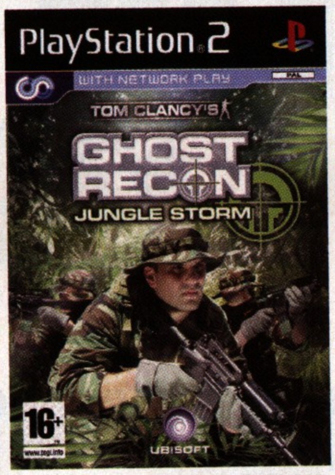
SIMS: BUSTIN' OUT



MAFIA



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THE FACTS: **THE SIMS: BUSTIN' OUT** ● PLAYERS **1-2** ● MEMORY CARD SPACE **1411KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **THREE WEEKS**

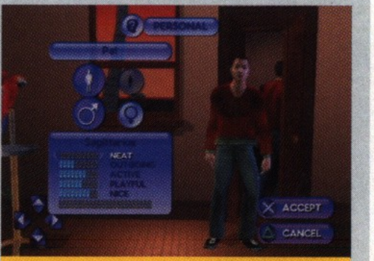
THE SIMS: BUSTIN' OUT

BEST PLAYED
When your friends haven't phoned you on a Friday and you wish you could be someone else!

Everything from 'pull my finger' to a deluxe pool table...

SIM-PLY THE BEST

LOOKS ARE NOTHING – PERSONALITY IS EVERYTHING. YOU'VE GOT 25 POINTS TO DISTRIBUTE OVER FIVE DIFFERENT PERSONALITY TRAITS...



Sim-ple Simon: **Personality-wise, this is the best sim your points can buy.**

NEAT

A Sim with a lot of neatness points will always pick up after themselves and wash up plates without you instructing them to. They'll also flush the toilet after using it and wash their hands. Neatness is the least important attribute to give your Sim. You can hire a maid early on in the game and just order them to pick up rubbish.

OUTGOING

Outgoing Sims like to be with other Sims and as a result, their 'social' rating drops faster than a shy Sim's. The benefit to having an outgoing Sim is that more social options are available to them, like flirting and kissing, earlier when meeting a new Sim. They also raise relationship points faster than a shy Sim, keeping conversations going for longer.

ACTIVE

A Sim with a low active score will get tired very quickly. That means lots of sleep, which can be annoying, especially when you're visiting other locations. They also take a very long time to wake up.

PLAYFUL

The playful rating determines how easy it is to keep your Sim's 'fun' rating high. A playful Sim will require more fun in their life than one that isn't playful. They'll also have more fun using electronic equipment and have more social options available to them.

NICE

Nice Sims get on well with other Sims. They enjoy group activities like eating, playing pool and using the hot tub. If you don't put many points into it, most of your interactions will be negative ones like 'tease,' 'slap' and 'attack' – that makes it very hard to make friends. It's a good attribute to put plenty of points into if you want to get ahead in life.

CLIMBING THE CAREER LADDER

MOVIE STAR CAREER TRACK

MOM'S HOUSE
1. Mall Clown – work 10am-2pm, pay $100

MIMI'S PLACE
2. Kiddie Show Sidekick – work 9am-1pm, pay $150
3. Stunt Double – work 9am-3pm, pay $200

GOTH MANOR
4. Horror Movie Extra – work 7am-3pm, pay £275
5. Soap Opera Extra – work 7am-4pm, pay $375

CLUB RUBB
6. Game Show Host – work 10am-6pm, pay $500
7. Sitcom Star – work 10am-6pm, pay $650

TINSEL BLUFFS
8. Sex Symbol – work 5pm-1am, pay $900
9. Director – work 10am-5pm, pay £1100

MALCOLM'S MANSION
10. Movie Mogul – work 10am-3pm, pay $1400

MAD SCIENTIST CAREER TRACK

MOM'S HOUSE
1. Lab Cleaner – work 10am-2pm, pay $155

DUDLEY'S TRAILER
2. Potion tester – work 11pm-3am, pay $230
3. Pyro – work 2pm-10pm, pay $320

GOTH MANOR
4. Virus Breeder – work 11am-4pm, pay $375
5. Chemist – work 10am-5pm, pay $450

SHINY THINGS LABS
6. Vivisectionist – work 10am-7pm, pay $540
7. Gene Splicer – work 10am-3pm, pay $640

THE OCTAGON
8. Robotician – work 12pm-8pm, pay $740
9. Space-Time Theorist – work 10am-4pm, pay $870

MALCOLM'S MANSION
10. Death Ray Inventor – work 10am-2pm, pay $1000

GANGSTER CAREER TRACK

MOM'S HOUSE
1. Vandal – work 10am-2pm, pay $140

DUDLEY'S TRAILER
2. Shop Lifter – work 9am-1pm, pay $200
3. Burglar – work 11pm-5am, pay $275

TOANE'S GYM
4. Car Thief – work 9am-3pm, pay £350
5. Mugger – work 5pm-1am, pay $425

CASA CALIENTE
6. Arsonist – work 3pm-11pm, pay $530
7. Body Guard – work 3pm-11pm, pay $530

PIXEL ACRES
8. Extortionist – work 9am-3pm, pay $760
9. Hitman – work 9am-3pm, pay $900

MALCOLM'S MANSION
10. Mob Boss – work 6pm-12am, pay $1100

FASHION VICTIM CAREER TRACK

MOM'S HOUSE
1. Hand Model – work 10am-2pm, pay $200

MIMI'S PLACE
2. Lingerie Model – work 10am-2pm, pay $225
3. Body waxer – working 10am-3pm, pay $275

STUDIO 8
4. Fingernail painter – work 10am-3pm, pay $315
5. Wig Designer – work 11am-5pm, pay $400

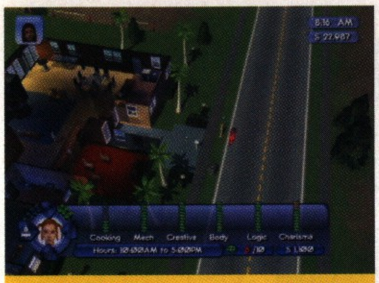
BEAT THIS ➔ STARTING FROM SCRACTH, TRY TO COMPLETE A CAREER THROUGH ONCE IN UNDER TEN HOURS. WE

SIM-PLE TIPS

HOUSE ABOUT THESE FOR SOME TOP TIPS IN HOW TO SURVIVE LIFE AS A SIM.

MAKE YOURSELF AT HOME

Every new house you move to will have some useful items, but also be lacking in some essentials. When you first move in, check there's a smoke detector in the kitchen and fit some burglar alarms – preferably in every room, but otherwise at least in the rooms with outer doors. If you can afford to, swap a cheap fridge and bed with expensive ones and make sure there's something fun that you know will boost your fun level quickly. Having some decent items makes the job of keeping your needs bars high much easier and you can sell it all before you move out, or just hope you're reimbursed by your housemates (you should be, providing you've paid the bills).



Sim skills: **When you get promoted, check this screen to see the skills you need next.**

SKILL BUILDING

Which skills you have to build to complete the game depends on the career you've chosen. The only ones that will be useful to you at home are cooking and mechanical. Get at least four cooking points when you start the game at Mom's House by reading a cookery book. Combined with the expensive fridge, that'll mean one meal should almost fill your hunger bar. Having no cooking points will also mean your Sim sets fire to the kitchen with some regularity. Mechanical points aren't as important as you can call in a repairman to fix things, but they can be good for repairs that can't wait. Like when the shower breaks in the morning, or the hot tub in the middle of a party.

SPREAD THE LOVE

In some households, you can take control of some or all of your housemates. While it can be tempting to leave them to their own devices, looking after them makes the game easier. If they're in a good mood, you can get them cooking meals for the rest of the household, entertaining guests at parties and tidying up after you. Make friends with them soon after you've moved in and you'll always have them to socialise with if you need to.

9:06 AM
$ 21,357

Sick note: **When the bus arrives, you've got a sim hour to get on it. Then it leaves.**

SKIVING OFF

You can miss up to two days' work in succession without getting into trouble – miss a third and you'll be sacked. If you want to complete all the goals in a house, missing work can be very useful. If you do accidentally miss too many days and get sacked, you should be able to get your old job back after a few days by looking in the newspaper, but you'll need to go one step back on the career ladder and will lose a skill point.

THERE ARE SEVEN CAREER TRACKS TO CHOOSE FROM. ALL ARE AVAILABLE TO YOU IMMEDIATELY AND YOU CAN CHANGE CAREER WHENEVER YOU LIKE.

CLUB RUBB
6. Hair stylist – work 10am-6pm, pay $550
7. Makeup Artist – work 12pm-6pm, pay $650
TINSEL BLUFFS
8. Runway Model – work 6pm-1am, pay $900
9. Centrefold – work 10am-4pm, pay $1200
MALCOLM'S MANSION
10. Super Model – work 10am-4pm, pay $1200

PARAMILITARY CAREER TRACK

MOM'S HOUSE
1. Latrine Cleaner – working 10am-2pm, pay $250
DUDLEY'S TRAILER
2. Boot Polisher – work 8am-12pm, pay $325
3. Drill Instructor – work 9am-2pm, pay $400
TOANE'S GYM
4. Paratrooper – work 6am-12pm, pay $450
5. Chopper Pilot – work 6am-12pm, pay $500
SHINY THINGS LABS
6. Covert Ops – work 9am-3pm, pay $550
7. Secret Agent – work 9am-3pm, pay $580
THE OCTAGON
8. Code Breaker – work 9am-3pm, pay $600
9. Intelligence Director – work 9am-3pm, pay $700
MALCOLM'S MANSION
10. War Minister – work 9am-3pm, pay $1000

COUNTER CULTURE CAREER TRACK

MOM'S HOUSE
1. Panhandler – work 10am-2pm, pay $110
MIMI'S PLACE
2. Leaflet Distributor – work 10am-2pm, pay $120
3. Basket Weaver – work 10am-3pm, pay $180
STUDIO 8
4. Flower Child – work 12pm-5pm, pay $200
5. Massage Therapist – work 11am-4pm, pay $220
CASA CALIENTE
6. Yoga Instructor – work 10am-5pm, pay $300
7. Transcendentalist – work 12pm-5pm, pay $450
PIXEL ACRES
8. Love Guru – work 12pm-5pm, pay $450
9. Psychoc Activist – work 2pm-7pm, pay $550
MALCOLM'S MANSION
10. Full Time Freak – work 10pm-2am, pay $1000

JOCK CAREER TRACK

MOM'S HOUSE
1. Mascot – work 10am-2pm, pay $130
DUDLEY'S TRAILER
2. Ball Collector – work 9am-1pm, pay $170
3. Rookie – work 10am-3pm, pay $230
TOANE'S GYM
4. Starter – work 10am-3pm, pay $300
5. All-Star – work 9am-3pm, pay $385
CLUB RUBB
6. MVP – work 9am-3pm, pay $510
7. Superstar – work 9am-4pm, pay $680
TINSEL BLUFFS
8. Head Coach – work 8am-2pm, pay $850
9. Hall of Famer – work 9am-3pm, pay $1000
MALCOLM'S MANSION
10. Living Legend – work 9am-3pm, pay $1200

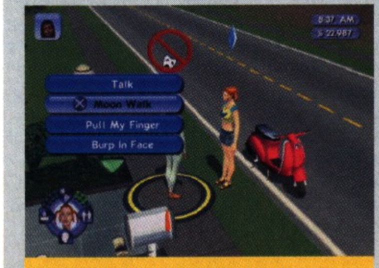
DO THE FRIENDLY THING

THERE'S NO ROOM FOR THE SOCIAL PHOBIC IN THE SIMS.

You need friends to get promoted at work and to keep your social bar high. Once you've got them, they're quite easy to keep – it's getting them to be friends that's hard.

You'll unlock lots of new social interactions as you progress through the game – every NPC you get to know will teach you a new interaction. But while many are funny to watch, you only really need the basic ones to make friends.

Talking is the best way to start with a new Sim – it's low risk, but it only gives you three relationship points. Alternate talking with another low risk interaction to start with – 'joke' will work on playful Sims, 'compliment' might work on others and 'gossip' is another fairly low risk one. Find out which ones don't offend, then just line up for example 'talk', 'joke', 'talk', joke' and keep going until the person becomes a family friend. There's less risk of offending friends, so try introducing a higher scoring interaction like flirting, entertaining or ticking in place of talking.



Something I said?: **Work out if other sims are playful to see what'll work on them.**

8:44 AM
$ 22,987

Sim speak: **Line up loads of interactions, fast forward and you've got a friend.**

Once a Sim has accepted you flirting with them, you can usually get away with hugging, then kissing and dancing, which earn you 7 or 8 relationship points a time. Don't use the same interaction too many times in a row and be wary of getting too many Sims to fall in love with you. Once you've got a heart by a particular Sim's name, they will get jealous if they see you flirting with someone else and vice versa. If you see a Sim you love with someone else, your social bar will drop to empty.

Try to get new friends up to 100 points straight away – it'll take a long time for 100 points to drop down to around 50, which is when you lose them as friends, even if you don't see them for a long time. To win careers like Movie Star though, where you have to have ten friends to get the top promotion, it's a balancing act to keep all your friends. Phoning them will add 5 relationship points, so phone them every few days and you should keep them.

MOM'S HOUSE

A GOOD PLACE TO START, BUT PEOPLE WILL START TO TALK IF YOU STAY HERE FOR TOO LONG.

GOALS:

1. Hold R1 button for double speed
Unlocks: $50

2. Eat enough food to fill your stomach
Unlocks: $50

3. Use a toilet to empty your bladder
Unlocks: the Maid

4. Do fun stuff to raise your fun level
Unlocks: $50

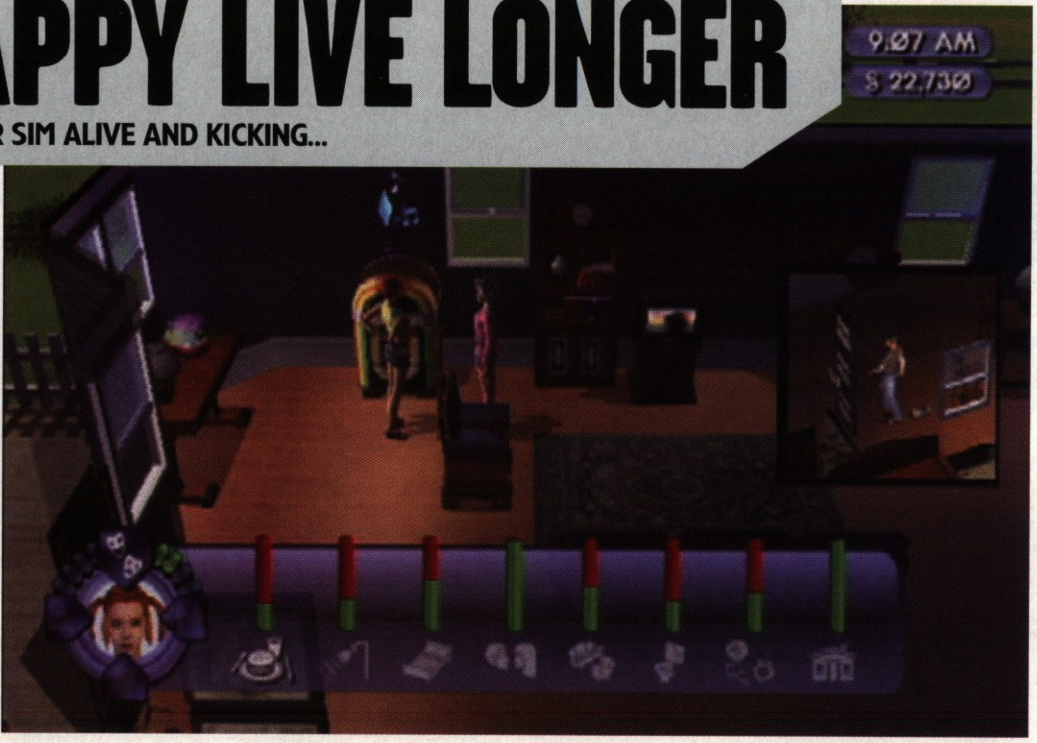
5. Use the newspaper to find a job
Unlocks: the Super Scooter

7:52 AM
$ 22,987

On yer bike: As soon as you've got a job, you can get out of here.

BE HAPPY LIVE LONGER

HOW TO KEEP YOUR SIM ALIVE AND KICKING...



HUNGER

Make sure you have at least three cooking points and always buy the most expensive fridge and oven if you can afford them. If you have a Sim that doesn't work, get them to study cookery and prepare meals for the rest of the household. Meals last for 7 hours before they become stinky and inedible.

ROOM

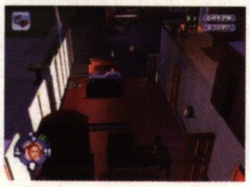
To keep this high, have lots of lighting, windows and decorative items in your house and tidy up any mess. As it rises and drops from room to room though, the most important place to keep clean is the front garden as it will determine your 'room' level when you go to work. Recycle old newspapers, water plants and have lots of outdoor lighting so your Sim doesn't leave or come home from work in the dark.

HYGIENE

This is an easy one to keep filled up – just have a shower or bath whenever it gets low. Later in the game, deluxe bath tubs become available – these fill your 'hygiene' bar right to the top and raise your 'comfort' bar as well. If the option to clean the bath or shower comes up when you highlight it, do that first or you won't get as clean as in a nice clean tub.

SLEEP

Early on in the game you'll need to sleep a lot as the beds available are only cheap ones. Later on, you can afford more expensive beds that top up your 'sleep' and 'comfort' with a minimum of fuss. When visiting, you can't nap or sleep, but you can drink coffee, which will give you energy, but deplete your 'comfort' and 'bladder'. just as it does in real life!



SOCIAL

This bar drops slowly, but takes a long time to fill up if you let it get too low. The quickest way to fill it back up is by conversing with a Sim you're friends with or doing sociable activities with other Sims, like sitting in the hot tub. If you try to force conversation with a Sim you don't know well, it takes a long time to fill up and you risk making things worse if they react negatively.

COMFORT

An expensive bed, reclining chair or sofa and hot tub are essential purchases, and comfort shouldn't be a problem. It drops quickest when you're standing up and talking to another Sim for a long time, or spending a long time cleaning up. Generally though, it looks after itself by filling up when you sleep and have a bath. This is one you shouldn't worry about too much.

BLADDER

Easy – go to the toilet when this bar gets low. You can use the toilet when you're visiting, so it's rarely a problem. If you don't notice that it's low though, your Sim will just go on the floor. This in turn will lower lots of other bars – 'hygiene', 'room', 'fun' and so on. Don't go to sleep if the bladder bar is low, or your Sim will have to wake up and leg it quick-smart to the bathroom.

FUN

There are lots of items that will fill up your fun bar. Reading a book and watching television will do the trick at the beginning of the game, but once you can afford the Virtual Reality Goggles, you won't want to go back. They top up your 'fun' bar in seconds. Doing fun things like playing music or games like pool and table tennis will also boost your 'social' bar if done with another Sim.

MIMI'S PLACE

PINK WALLS, FOUR POSTER BEDS – THIS IS NO BACHELOR PAD...

GOALS:

1. Interact with other Sims to satisfy your social needs
Unlocks: $50

2. Get to know Mimi better
Unlocks 'use sign language'

3. Have one skill point in cooking
Unlocks: $200

4. Invite Mom over to your new place
Unlocks: 'ask for money'
How to do it: Unless you've got your relationship points to over 50, Mom will keep making excuses not to come round. Go and visit and make friends first.

5. Visit Dudley and use sign language on him
Unlocks: the Skull Shrub

6. Fix all the broken things
Unlocks: the Repairman
How to do it: Get at least one mechanical skill point, preferably two, then repair the coffee maker in the kitchen.

7. Leaflet distributor in Counter Culture
Unlocks: the Gourmet Stove

7:43 AM
$ 22,720

Smooching up: The early levels are good places to make the friends you'll need.

8. Kiddie Show Sidekick in Movie Star
Unlocks: 'gossip'

9. Basket Weaver in Counter Culture
Unlocks: the Confucius Wall Lamp

10. Stunt Double in Movie Star
Unlocks: the Exoticalism Floor Lamp

11. Lingerie Model in Fashion Victim
Unlocks: the SlushRush Bar

12. Body Waxer in Fashion Victim
Unlocks: the VenuSpice Dresser

DUDLEY'S TRAILER

IT'S A TRAILER AND DUDLEY'S A SLOB. NEXT..!

GOALS:

1. Interact with other Sims
Unlocks: $50

2. Get to know Dudley better
Unlocks: 'pull my finger' and 'burp in face'

3. Have one skill point in cooking
Unlocks: $200

4. Invite Mom over to your new place
Unlocks: 'nag about house'
How to do it: Mom will keep making excuses – go and visit and make friends first.

5. Visit Mimi's place and get her to 'pull your finger'
Unlocks: the Big Mouth Chair

6. Clean up the mess
Unlocks: the Toxic Barrel

7. Potion Tester in Mad Scientist
Unlocks: the Wall Torch

8. Boot Polisher in Paramilitary
Unlocks: the HellaGraphix Game Console

9. Ball Collector in Jock
Unlocks: the Air Hockey Table

10. Pyro in the Mad Scientist
Unlocks: the Experimental Lamp

11. Drill instructor in the paramilitary
Unlocks: the Up-Light

12. Rookie in Jock
Unlocks: the Flamingo Lamp

13. Shop Lifter in Gangster
Unlocks: the Secret Door

14. Burglar in Gangster
Unlocks: 'serenade'

9:00 AM
$ 22,720

Keeping mum: Make friends with mom before moving out of her house.

DAY TO DAY LIVING

IGNORING BILLS AND NEIGHBOURS – IT REALLY IS TRUE TO LIFE.

DAY IN, DAY OUT

The key to making this game easy is getting into a routine. If you make sure you get up at least four hours before work, you'll have plenty of time to get ready. Work out what time all the Sims in your household go to work and have them eating meals together and everything becomes simpler.

PAUSE FOR BREATH

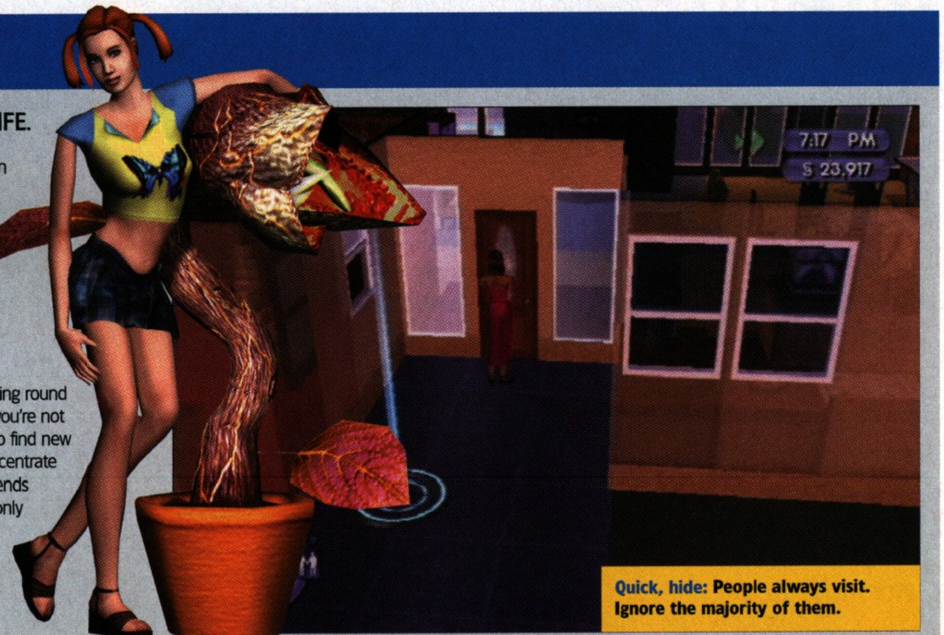
You can keep fast forward on almost constantly to speed up everyday life. Use the pause button to line up lots of interactions, then fast forward again. Then you can concentrate on more important things, like visiting other locations, unlocking extras, making friends and working on skills.

IN THE RED

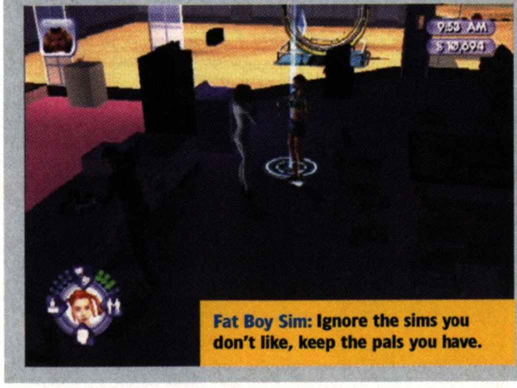
When you move out of a house, your housemates will either take money off you or give you money. They'll always reimburse you partly for the value you've added to the house by buying new things, except when you've forgotten to pay bills or have claimed insurance money and not put it back into the house. Make sure you've paid everything before moving out to avoid a big bill.

FRIEND OR FOE

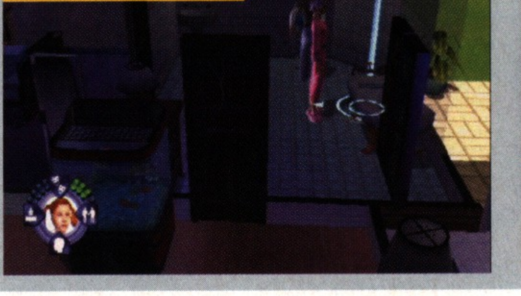
Different Sims are always popping round to your house, but ignore any you're not friends with, unless you need to find new friends. It's much better to concentrate on keeping a small circle of friends than having lots of them with only a few relationship points for each. Likewise at parties. Just chat to the ones you know to keep your friendship points topped up.



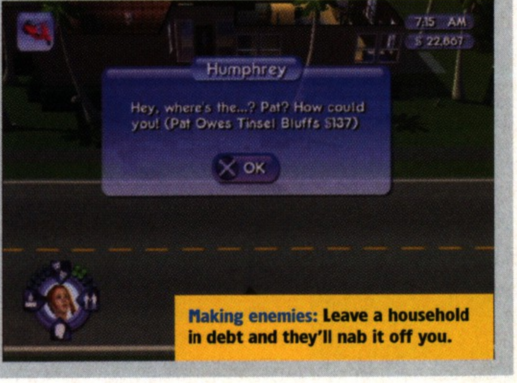
Quick, hide: People always visit. Ignore the majority of them.



Fat Boy Sim: Ignore the sims you don't like, keep the pals you have.



Pause off: Hit L1 to pause the game and decide what to do next.



Humphrey

Hey, where's the...? Pat? How could you! (Pat Owes Tinsel Bluffs $137)

Making enemies: Leave a household in debt and they'll nab it off you.

GOTH MANOR

AT LAST – A DECENT HOUSE. PITY ABOUT THE GHOSTS...

GOALS:

1. Make friends with Mortimer or Bella
Unlocks: 'Nag about friends'

2. Control another Sim by pressing L2/R2
Unlocks 'Tell story'

3. Find the fern that was stolen from the Goths
Unlocks: the RGB Flashback
How to do it: Go to Dudley's Trailer, highlight the fern by the dumped car outside and steal it

Ghouls and goths: Learn how to take control of other sims with Bella.

4. Buy $1000 worth of improvements for the Goths
Unlocks: the Seance Table

5. Exorcise the ghosts by holding a seance
Unlocks: the Skeleton Display
How to do it: Unlock the Seance Table by buying $1000 worth of improvements, then buy it and place it in the middle of the four chairs in a circle. After nightfall, contact the spirits. Get Bella, Mortimer and any guest that's about to join you by highlighting them and selecting 'join'. You'll need to hold two seances.§

6. Get to Horror Movie extra in the Movie Star career
Unlocks: the Synthesizer

7. Get to Soap Opera Extra in the Movie Star career
Unlocks: 'do magic trick'

8. Get to Virus Breeder in Mad Scientist
Unlocks: the Incubator

9. Get to Chemist in Mad Scientist
Unlocks: the Commode

TOANE'S GYM

WANT TO SHOW OFF YOUR MUSCLES? THIS IS THE PLACE TO BE THEN.

GOALS:

1. Make friends with Goldie or Max
Unlocks: 'bear hug'

2. Control another sim
Unlocks: 'towel flick'

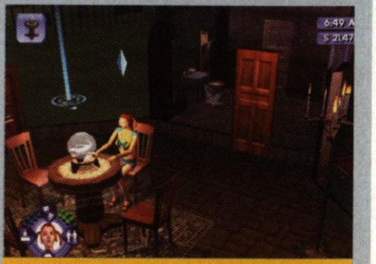
3. Buy $1000 worth of improvements for the gym
Unlocks: the Flush Force Toilet

4. Get four sims to join Toane's gym as members
Unlocks: the DJ Booth
How to do it: Make friends with four Sims, then have a party and invite them to join the gym

5. Get to Paratrooper in the Paramilitary career
Unlocks: 'show off muscles'

6. Get to Starter in the Jock career
Unlocks: the Climbing Wall

7. Get to Chopper Pilot in the Paramilitary career
Unlocks: the Miss Memo Sleeper



Seance is golden: A couple of spirit contacting sessions frees the ghosts.

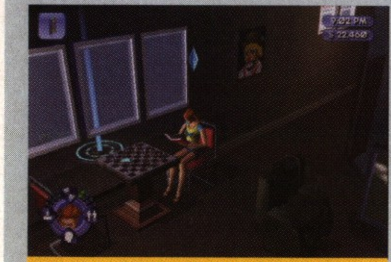
8. Get to All-Star in the Jock career
Unlocks: the Aroma Machine

9. Get to Car Thief in the Gangster career
Unlocks: the High Dive

10. Get to Mugger in the Gangster career
Unlocks: the Sonic Shower

LIFE SKILLS

YOU WON'T GET THAT JOB PROMOTION ON GOOD LOOKS ALONE...



All work, no play: Study hard early on. Later on you'll have less time to.

COOKING

Vital for cooking well and not setting the kitchen alight.
Speedy studying: Use an expensive bookcase and study cooking.

MECHANICAL

Handy for some jobs and for home. If you have a few mechanical points, you'll be able to fix broken showers and sinks with ease.
Speedy studying: The Pyro will top this up in no time, but it needs to be unlocked and costs a fortune. Otherwise, use an expensive bookcase or the Invention Station.

CREATIVE

With creative skills, you'll paint better paintings and play musical instruments well enough that other Sims enjoy listening.
Speedy Studying: The Synthesizer is the quickest way to build it up and you'll have fun at the same time.

BODY

Unfortunately, a better body doesn't make you more attractive to the opposite Sim sex, but it will get you promoted in jobs that require it.
Speedy Studying: This one takes a long time to build up and depletes your energy at the same time. The Executive Treadmill is slightly faster than swimming or using the Bench-press.

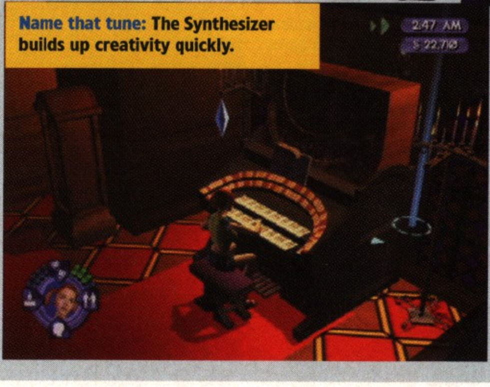
LOGIC

It's got little value at home but is needed for promotion in some careers.
Speedy Studying: It takes a long time to build up and there are few ways of doing it. Playing chess is fun and social (if played with someone else). Using the Telescope is slightly faster, but use it at nightfall and you risk being abducted by a UFO (it doesn't kill you, but it does change your personality traits completely, generally for the worse).

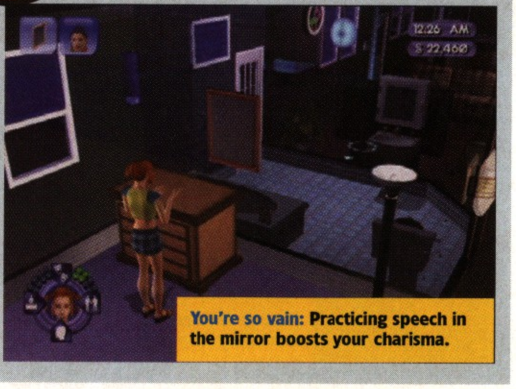
CHARISMA

You need this one in all careers eventually, so build it up early if you don't have anything else to work on.
Speedy Studying: The only way to build charisma is by practising your speech in the mirror. It doesn't take as long as other skills to build, but you get no benefits from doing it.

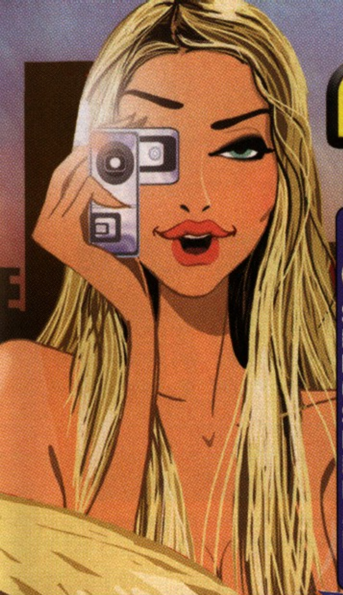
Good ideas: Invent at the Invention Station to improve mech skills.



Name that tune: The Synthesizer builds up creativity quickly.



You're so vain: Practicing speech in the mirror boosts your charisma.



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Polyphonics: Nokia ● Samsung ● Sharp ● Sagem ● Panasonic ● Sony Ericsson ● Motorola ● Siemens

SHUT UP - black eyed peas	113123	CRY LITTLE SISTER - lost brothers	113321	GOD IS A DJ - pink	113283
HEY YA - outkast	113176	IT TAKES TWO - fatman scoop	113302	NAKED - avril lavigne	113340
MANDY - westlife	113228	I SEE GIRLS - studio b feat romeo	113273	DESIRE - holly valance	113332
GOT YOUR NUMBER - young punx	113390	MAKE ME WANNA SCREAM - b cantrell	113182	YOU USED TO - richard x and javine	113355
STUNT 101 - g-unit	113252	ME MYSELF AND I - beyonce knowles	113293	SO GRIMY - so solid crew	113357
FEELING FINE - ultrabeat	113288	BABY I LOVE U - jennifer lopez	113353	MOSES - coldplay	113365
LADIES NIGHT - atomic kitten	113229	CRASHIN A PARTY - lumidee ft. n.o.r.e	113281	STILL ON MY BRAIN - j timberlake	113366
MAD WORLD - m andrews ft. g jules	113303	AS THE RUSH COMES - motorcycle	113360	LET YOUR HEAD GO - vic. beckham	113388
AINT WHAT YOU DO - big brovaz	113251	PREDICTABLE - delta goodrem	113352	GIVE ME YOUR LOVE - xtm ft. chucky	113389
I'M LOVING IT - justin timberlake	113280	EVERYBODY CRIES - liberty x	113331	CANT DO RIGHT FOR DOING... - e rocha	113391

Yes!!! All Ringtones are Monophonic and Polyphonic

1 call gets 3 ringtones

SOFT ROCK - 119945
Final Countdown - *Europe*
Living On A Prayer - *Bon Jovi*
Eye Of The Tiger - *Survivor*

IAN VAN DAHL - 119959
Will I
Reason
Try

EMINEM HITS - 119955
Cleaning Out My Closet
Superman
Stan

SUPERSTAR DJ - 119951
Weapon Of Choice - *Fatboy Slim*
Touch Me - *Rui Da Silva*
Funk Pheno 2003 - *Armand Van Helden*

HIP HOP CLASSICS - 119939
California Love - *Dr Dre & Tupac*
Regulate - *Nate Dogg and Warren G*
Gangstas Paradise - *Coolio*

RED HOT CHILIS - 119954
By The Way
Under The Bridge
Californication

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Holly 251404
Avid 251642
Jordan 251645
Anna 251111
Justin 251684
Jodie 251456
Jennifer 251593
250011
250014
250015
250013
251682
251665
Just to say I love you xxx
250055
250081

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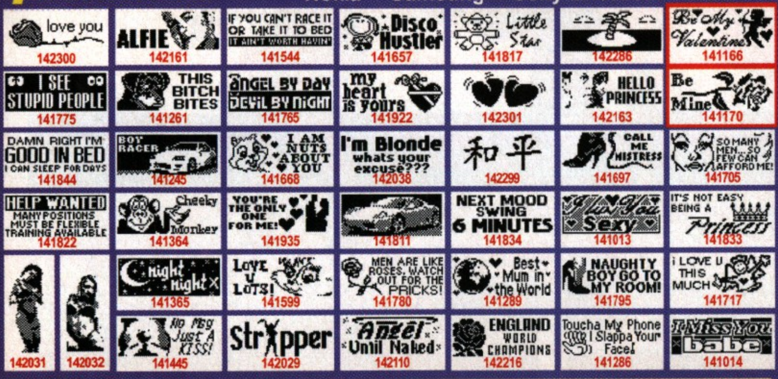

love you 142300
ALFIE 142161
IF YOU CAN'T RACE IT OR TAKE IT TO BED IT AIN'T WORTH HAVIN' 141544
Disco Hustler 141657
Little Star 141817
142286
Be My Valentine 141166
I SEE STUPID PEOPLE 141775
THIS BITCH BITES 141261
ANGEL BY DAY DEVIL BY NIGHT 141765
my heart is yours 141922
142301
HELLO PRINCESS 142163
Be Mine 141170
DAMN RIGHT I'M GOOD IN BED I CAN SLEEP FOR DAYS 141844
BOY RACER 141245
I AM NUTS ABOUT YOU 141668
I'm Blonde whats your excuse??? 142038
和平 142299
CALL ME MISTRESS 141697
SO MANY MEN... SO FEW CAN AFFORD ME! 141705
HELP WANTED MANY POSITIONS MUST BE FLEXIBLE TRAINING AVAILABLE 141822
Cheeky Monkey 141364
YOU'RE THE ONLY ONE FOR ME! 141935
141811
NEXT MOOD SWING 6 MINUTES 141834
I Luv You Sexy 141013
IT'S NOT EASY BEING A Princess 141833
142031
142032
night night 141365
LOVE U LOTS! 141599
MEN ARE LIKE ROSES, WATCH OUT FOR THE PRICKS! 141780
Best Mum in the World 141289
NAUGHTY BOY GO TO MY ROOM! 141795
I LOVE U THIS MUCH 141717
No Msg Just A KISS! 141445
Stripper 142029
Angel Until Naked 142110
ENGLAND WORLD CHAMPIONS 142216
Toucha My Phone I Slappa Your Face! 141286
I Miss You babe 141014

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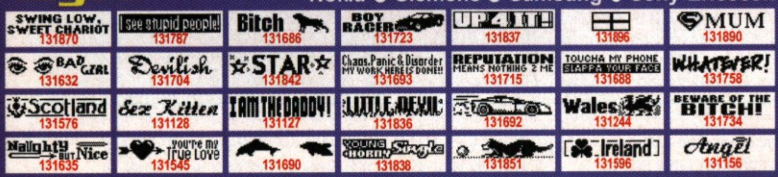

SWING LOW, SWEET CHARIOT 131870
I see stupid people! 131787
Bitch 131686
BOY RACER 131723
UP 4 IT! 131837
131896
MUM 131890
BAD GIRL 131632
Devilish 131704
STAR 131842
Chaos, Panic & Disorder MY WORK HERE IS DONE!! 131693
REPUTATION MEANS NOTHING 2 ME 131715
TOUCHA MY PHONE SLAPPA YOUR FACE 131688
WHATEVER! 131758
Scotland 131576
Sex Kitten 131128
I AM THE DADDY! 131127
LITTLE DEVIL 131836
131692
Wales 131244
BEWARE OF THE BITCH! 131734
Naughty BUT Nice 131635
you're my true love 131545
131690
YOUNG HORNY Single 131838
131851
Ireland 131596
Angel 131156

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chart

LEAVE RIGHT NOW - will young	113195
JUMP - girls aloud	113163
WHITE FLAG - dido	112837
SUPERSTAR - jamelia	113055
HOLE IN THE HEAD - sugababes	113022
ANGELS BROUGHT ME... - g sebastian	113295
CHANGES - ozzy & kelly osbourne	113240
SOUNDS OF THE UNDER... - girls aloud	112332
CRASHED THE WEDDING - busted	113151
SWEET DREAMS - rachel stevens	112949

hip hop

P.I.M.P - 50 cent	112599
X GONNA GIVE IT TO YA - dmx	112617
REIGNS - ja rule	112679
21 QUESTIONS - 50 cent ft. nate dogg	112582
FORGET ABOUT DRE - dr dre	111138
GOT SOME TEETH - obie trice	113041
INTO YOU - fabolous	112916
RIGHT THURR - chingy	112868
LIGHT YOUR ASS ON FIRE - busta ft.	113300
8 MILE - eminem	112376
BEAUTIFUL - snoop dogg	112511

r & b

WHERE IS THE LOVE - black eyed peas	112890
BABY BOY - beyonce knowles ft. s paul	112933
BREATHE - blu cantrell feat. sean paul	112521
50:50 - lemar	113197
ALL I HAVE - jennifer lopez feat ll cool j	112359
FRONTIN - pharrell williams feat jay z	112855
THOIA THONG - r kelly	112948
IGNITION - r kelly	112588

nu-metal

NUMB - linkin park	112886
BRING ME TO LIFE - evanescence	112651
MY IMMORTAL - evanescence	113277
FEELING THIS - blink 182	113189

rock

I BELIEVE IN A THING CALLED - darkness	112972
SWEET CHILD O MINE - guns and roses	111258
ROCK THE CASBAH - the clash	113382
WHOLE LOTTA LOVE - led zeppelin	113383
SHOULD I STAY OR SHOULD I GO - clash	113378
ENTER SANDMAN - metallica	111371
BAT OUT OF HELL - meatloaf	111286
NOVEMBER RAIN - guns n roses	112596

reggae

TURN ME ON - kevin lyttle	113100
GET BUSY - sean paul	112634
LIKE GLUE - sean paul	112785
NO WOMAN NO CRY - bob marley	111331

dance

FLY ON THE WINGS OF LOVE - xtm	112705
PRETTY GREEN EYES - ultrabeat	112877
BE FAITHFUL - fatman scoop	113086
SUMMER JAM - ud project vs sunclub	113104
BOYS OF SUMMER - dj sammy	112387
RHYTHM IS A DANCER - snap vs stone	112485
MARIA - scooter	113030
LOVE ME RIGHT - angel city	113162
LONELINESS - tomcraft	112576
I CANT LET YOU GO - ian van dahl	112918
SHAKE YOUR SHIMMY - porn kings vs	112463
RUBBERNECKIN - elvis presley	112864
FOREVER YOUNG - interactive	112458
BORN SLIPPY - underworld	113222
BLOW MY WHISTLE - dj alligator	111567
JUST A LITTLE MORE LOVE - d guetta	113124
ADAGIO FOR STRINGS - william orbit	111591
BRAINWASHED CALL YOU - tomcraft	113194
CRAZY TALK - space cowboy	113245
READ MY LIPS - alex party	113351
INTO THE NIGHT - love inc	113380

club classics

INSOMNIA - faithless	111569
SANDSTORM - darude	111290
CAFE DEL MAR - energy 52	111386
LET ME BE YOUR FANTASY - baby d	113015

themes

ONLY FOOLS AND HORSES	111369
THE SIMPSONS	111132
MISSION IMPOSSIBLE	111121
EXORCIST	111871
PHOENIX NIGHTS	112364
ROCKY	111141
AXEL F - beverley hills cop	111601
MUPPETS	111134
GOOD BAD AND THE UGLY	111181
ROCKY - jogging theme	112481
THE A TEAM	111115
SEX AND THE CITY	111673
BENNY HILL	111139
JAMES BOND	111119
STAR WARS - main theme	111125
HARRY POTTER	111548
JACKASS	112554
DIRTY DANCING	111249
KNIGHT RIDER	111127
MATRIX - rage against the machine	111848
THE TERMINATOR	111602
TOP GUN	111860
FRIENDS - friends	111152

essential tones

IN DA CLUB - 50 cent	112440
CRAZY IN LOVE - beyonce knowles	112707
SATISFACTION - benny benassi	112751
DILEMMA - nelly feat. kelly rowland	112221
HEAVEN - dj sammy	112229
IGNITION - REMIX - r kelly	112642
LOSE YOURSELF - eminem	112289
MOVE YOUR FEET - junior senior	112441
SMOOTH CRIMINAL - alien ant farm	111377
YOU'RE A SUPERSTAR - love inc	112329
CASTLES IN THE SKY - ian van dahl	111270
CAN'T GET YOU OUT OF MY... - kylie	111388
THE LOGICAL SONG - scooter	111965
BECAUSE I GOT HIGH - afroman	111454
MAKE LUV - room 5	112465
RESURRECTION - ppk	111550
LITTLE LESS CONVER... - elvis vs	111957
YEAR 3000 - busted	112344
HOW YOU REMIND ME - nickelback	111671
GOTTA GET THRO... - d bedingfield	111545
JUST A LITTLE - liberty x	111935
WHENEVER WHEREVER - shakira	111661
TEENAGE DIRTBAG - wheatus	111186
KISS KISS - holly valance	111898
21 SECONDS - so solid crew	111341
NU FLOW - big brovaz	112232

kids tv

SCOOBY DOO	111142
WINNIE THE POOH	111613
BANANA SPLITS	112578
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Flying Squirrel 260252
GOLDEN WARRIOR EPISODE 1 CAVERN ESCAPE 260241
Mobile SOCCER manager 260227

CarRacer 260198
Strip Trivia BUNNY BLAZE 260190
QUANTUM BLAST 260253
POKER 260204
Goolie 260200
POOL CHALLENGE 260246
Bounce-a-round 260251
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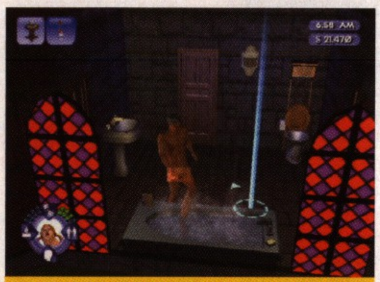
STUDIO 8

SHOW OFF YOUR CREATIVE SIDE AT THE ART GALLERY. WHAT DO YOU MEAN, YOU DON'T HAVE ONE?

1. Make friends with Artie or Charity
Unlocks: 'Tell lies!'

2. Control another Sim by pressing L2/R2 button
Unlocks: 'Sissy fight'

3. Buy $1000 worth of improvements for the studio
Unlocks: the Electric guitar



Home improvements: A nice soak in the hot tub always does the trick...

4. Have a great art opening by rearranging the art
Unlocks: the Pottery wheel
How to do it: Buy a Cool Box and Jukebox. Hire a Repairman and he'll fix and turn on all the lights in the gallery. Make sure all your needs are high. Get on the phone and choose the 'throw party' option. Put on the music, keep making drinks and have Artie prepare meals.

5. Visit Mimi's place and make sure Mimi is ok
Unlocks: the Cruisette Leviathan
How to do it: Go to Mimi's Place (make sure your needs are topped up first – you've got a lot of hard work ahead) and tidy up all the mess she's made. It's in her bedroom and the garden

6. Get to Flower Child in the Counter Culture career
Unlocks: the Artist's Block

3:37 AM
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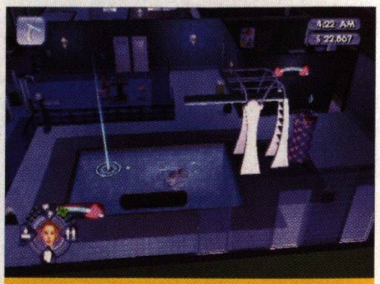
Plenty of room: Mop up spillages or your room rating will drop like a stone.



Pool stuff: A visit to Toane's Gym lets you work out and improve your body.

7. Get to Massage Therapist in the Counter Culture career
Unlocks: the 'Love' Lamp

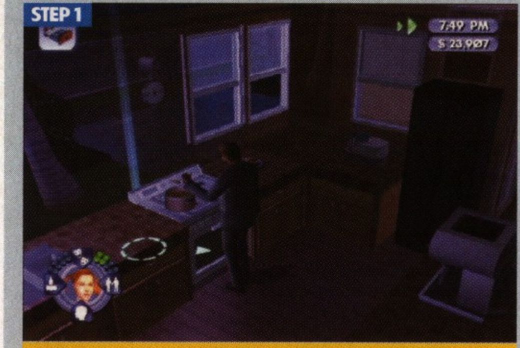
8. Get to Fingernail Painter in the Fashion Victim career
Unlocks: the Laser Light Show

9. Get to Wig Designer in the Fashion Victim career
Unlocks: 'Air kiss'

THROWING A SUCCESSFUL PARTY

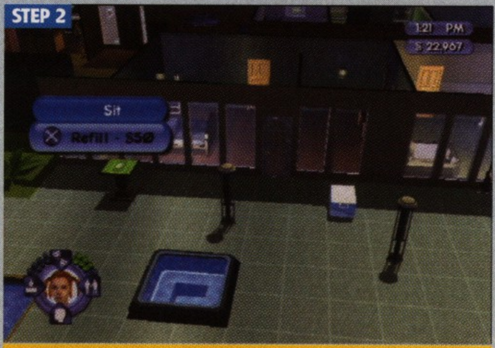
YOU'LL HAVE TO THROW PARTIES TO COMPLETE SEVERAL GOALS IN THE GAME, OR YOU CAN JUST THROW THEM TO MEET LOTS OF SIMS AT ONCE AND BOOST YOUR SOCIAL BAR.

STEP 1



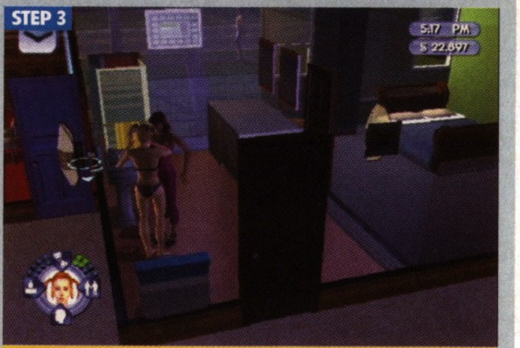
Get to the kitchen: If you have control of another Sim, get them to prepare at least two meals before the party begins and clean up any mess.

STEP 2



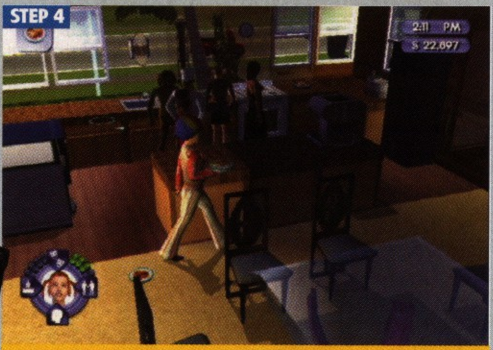
Entertainment: Have at least two cool boxes and make sure they're refilled. Have at least one hot tub and some music – anything from a DJ booth to a guitar will do.

STEP 3



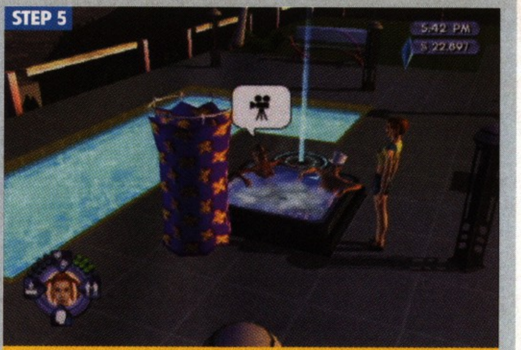
Watering holes: Have at least two bathrooms. The main reasons your guests will leave is that they want to go to the toilet and can't, or they are hungry.

STEP 4



Invitations: Phone your guests at the right time (after 7am, but not too late as they'll start to leave at around 2am) and when they arrive, let them eat.

STEP 5



More than two to tango: Get into the hot tub and get some other guests to join you. Then get them dancing. They'll have a great old time.

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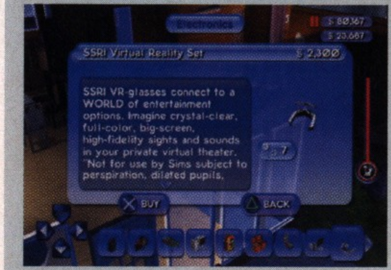
THE SIMS: BUSTIN' OUT

PLAY GUIDE

MUST-HAVE ITEMS

YOUR HOME WON'T BE COMPLETE WITHOUT THIS LITTLE LOT...



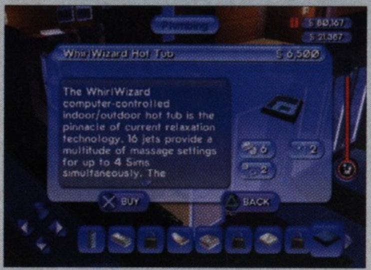
SSRI Virtual Reality Set $ 2,300

SSRI VR-glasses connect to a WORLD of entertainment options. Imagine crystal-clear, full-color, big-screen, high-fidelity sights and sounds in your private virtual theater. "Not for use by Sims subject to perspiration, dilated pupils,

VIRTUAL REALITY GOGGLES

Once you've experienced the level of fun these beauties give, you won't want to go back to watching TV or reading a book. Unbeatable.

Fun: 7



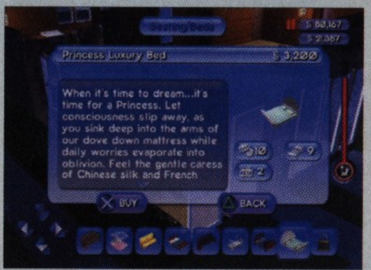
WhirlWizard Hot Tub $ 6,500

The WhirlWizard computer-controlled indoor/outdoor hot tub is the pinnacle of current relaxation technology. 16 jets provide a multitude of massage settings for up to 4 Sims simultaneously. The

HOT TUB

The ultimate possession for getting parties going and raising your comfort in seconds.

Comfort: 6
Hygiene: 2
Fun: 2



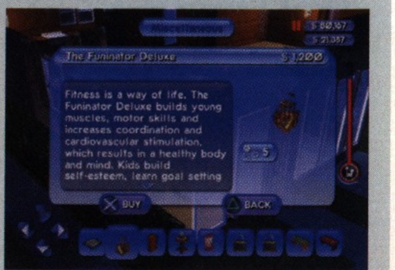
Princess Luxury Bed $ 3,200

When it's time to dream...it's time for a Princess. Let consciousness slip away, as you sink deep into the arms of our dove down mattress while daily worries evaporate into oblivion. Feel the gentle caress of Chinese silk and French

PRINCESS LUXURY BED

Sleeping is so boring, you'll want it to fly by. Buy the most expensive bed you can afford.

Comfort: 10
Energy: 9
Room: 2



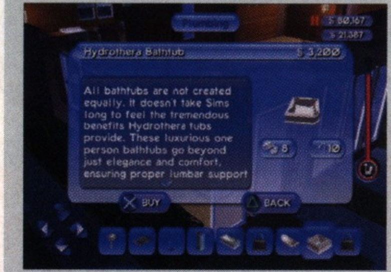
The Funinator Deluxe $ 1,200

Fitness is a way of life. The Funinator Deluxe builds young muscles, motor skills and increases coordination and cardiovascular stimulation, which results in a healthy body and mind. Kids build self-esteem, learn goal setting

THE FUNINATOR DELUXE (FOR KIDS)

A kid's fun and social bars drop fast. Buy them a fun item to keep them occupied.

Fun: 5



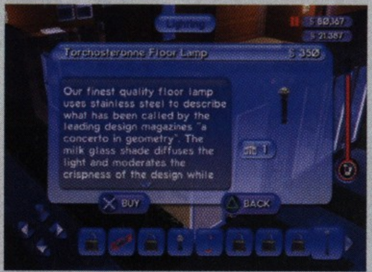
Hydrothera Bathtub $ 3,200

All bathtubs are not created equally. It doesn't take Sims long to feel the tremendous benefits Hydrothera tubs provide. These luxurious one person bathtubs go beyond just elegance and comfort, ensuring proper lumbar support

KLASSIKLEAN 'MORE-SAIC' TUB

Showers are fine but an expensive bath will top hygiene right up. As long as you keep it clean.

Comfort: 8
Hygiene: 10
Room: 1



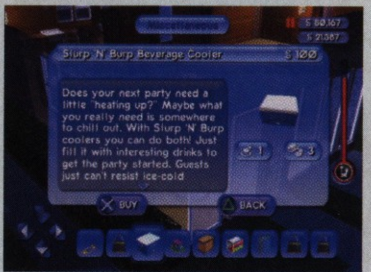
Torchosteronne Floor Lamp $ 350

Our finest quality floor lamp uses stainless steel to describe what has been called by the leading design magazines "a concerto in geometry". The milk glass shade diffuses the light and moderates the crispness of the design while

TORCHOSTERONNE FLOOR LAMP

Buy lots of lighting for inside and outside your house and your room level will stay high. Make sure you replace broken bulbs.

Room: 1



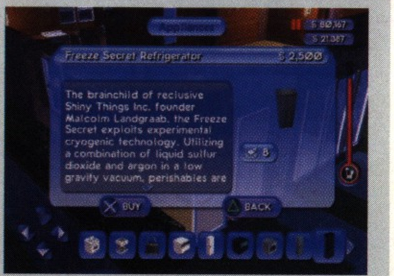
Slurp 'N' Burp Beverage Cooler $ 100

Does your next party need a little "heating up?" Maybe what you really need is somewhere to chill out. With Slurp 'N' Burp coolers you can do both! Just fill it with interesting drinks to get the party started. Guests just can't resist ice-cold

SLURP 'N' BURP BEVERAGE COOLER

It's cheap and good for parties. Guests will help themselves to drinks and stay longer afterwards.

Hunger: 1
Comfort: 3



Freeze Secret Refrigerator $ 2,500

The brainchild of reclusive Shiny Things Inc. founder Malcolm Landgraab, the Freeze Secret exploits experimental cryogenic technology. Utilizing a combination of liquid sulfur dioxide and argon in a low gravity vacuum, perishables are

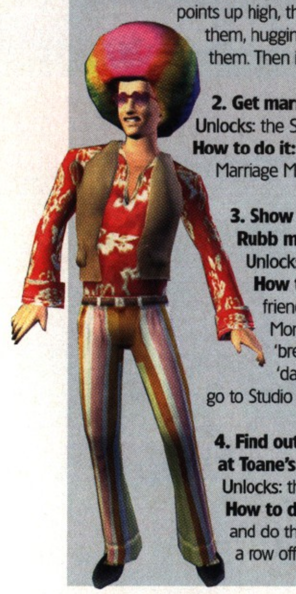
FREEZE SECRET REFRIGERATOR

Cheap fridges are nowhere near as good. But this and an expensive oven, get a few cooking points and you'll never go hungry again.

Hunger: 8

CLUB RUBB

LIVING IN A NIGHTCLUB? LIFE JUST GETS BETTER AND BETTER.



GOALS:

1. Invite your lover over
Unlocks: the More-Saic Tub
How to do it: Get someone to fall in love with you (they'll have a heart next to their name on the relationship bar) by getting your relationship points up high, then flirting with them, hugging them and kissing them. Then invite them over.

2. Get married
Unlocks: the SpritzenFunken
How to do it: See box out 'A Marriage Made in Heaven'.

3. Show off some Club Rubb moves at Studio 8
Unlocks: the Neon Sign
How to do it: Make friends with Bing or Mona first to unlock 'break dance' and 'dance dirty', then go to Studio 8 and show off.

4. Find out what is going on at Toane's Gym
Unlocks: the Outdoor Shower
How to do it: Go to Toane's and do three triple jumps in a row off the high board.

5. Buy $1500 worth of improvements for the club
Unlocks: the Dance Floor

6. Throw the ultimate DJ party
Unlocks: the Q3 Recliner
How to do it: After unlocking the Dance Floor by buying $1500 worth of improvements for the club, buy it and throw a party. Have food as usual and 'spin' on the DJ decks.

7. Game Show Host in the Movie Star career
Unlocks 'booty tease'

8. Get to MVP in the Jock career
Unlocks: 'tell dirty joke'

9. Get to the Sitcom Star in the Movie Star career
Unlocks 'moon walk'

10. Get to the Super Star in the Jock career
Unlocks: 'wolf whistle'

11. Get to Hair Stylist in the Fashion Victim career
Unlocks: 'admire body'

12. Get to Makeup Artist in the Fashion Victim career
Unlocks: 'booty tease'

SHINY THINGS LABS

GET DOWN WITH THE BOFFINS IN WHITE COATS.

GOALS:

1. Invite your lover over
Unlocks: the Bird of Paradise
How to do it: Get someone to fall in love with you (they'll have a heart next to their name on the relationship bar) by getting your relationship points up high, then flirting with them, hugging them and kissing them. Then invite them over.

2. Get married
Unlocks: the SpritzenFunken
How to do it: See box out 'A Marriage Made in Heaven'.

3. Go to Studio 8 and change their minds about scientists
Unlocks: the Pathmatic Door
How to do it: Visit Studio 8 after you've done the launch party goal. Talk to Charity, then 'hypnotise' her.

4. Find out where the contaminating spores are coming from
Unlocks: the Giant Fern
How to do it: Go to the Goth Manor and steal one of the ferns in their garden.

5. Buy $1500 worth of equipment for the lab
Unlocks: the Invention Workshop

6. Show off rocket gnomes at a 'launch party'
Unlocks: 'Hypnotise'
How to do it: Invent using the Invention Station. When your creativity is low, you'll make flamingos. As you become more skilled, you'll make normal garden gnomes, then rocket gnomes. You'll be able to tell they're rocket gnomes because when highlighted you get the option to 'launch' them. Once you've made about eight rocket gnomes, go into 'buy' mode and move them out into the garden. Throw a party. Once the party is in full swing, start launching the gnomes. Ignore Vaughn if he says there aren't enough gnomes and launch more. After about 6 gnomes are launched, the party will be declared a success.

7. Get to Covert Ops in Paramilitary career
Unlocks: the Telescope

8. Get to Secret Agent in the Paramilitary career
Unlocks: the Radar Dish

9. Get to Vivisectionist in the Mad Scientist career
Unlocks: the Tesla Coil

10. Get to Gene Splicer in the Mad Scientist career
Unlocks: the Superluminoltetra Lamp

TINSEL BLUFFS

LUVVY DARLING GOINGS ON IN THE SIMSVILLE HILLS.

GOALS:

1. Get married
Unlocks: the SpritzenFunken
How to do it: See box out 'A Marriage Made in Heaven.'

2. Have a baby
Unlocks: the SchnellMeister

3. Muscle the muscle at the gym
Unlocks: the Colossicus Pool
How to do it: Visit Toanes's Gym and 'attack' Max

4. Find a good sci-fi movie script
Unlocks: the Cypress Tree
How to do it: Go to Shiny Things Lab and steal the script from the brain in the main room.

5. Find out where you can score a red pool table
Unlocks: the Overlord Pool Table
How to do it: Go to Club Rubb and play a game of pool with Bing. Just start playing, then highlight him and select 'join'.

Who's the Daddy? Visit Toane's Gym and give that Max a good kicking.

More is merrier: Control the other sims in your house for an easier life.

6. Buy $2000 worth of improvements for the house
Unlocks: the Constructed Table

7. Get Malcolm to put you in his big movie
Unlocks: $5000
How to do it: First, get one of the two Sims you're living with to practice a lot on the guitar until their creative points are very high. Then make Malcolm a family friend. If you can't get him to come round by inviting him, throw a party and get to know him there. Now throw a party. Make food, then get Malcolm to sit in the hot tub with you. Get the Sim who can play the guitar well to play and get Malcolm to watch for a while. Talk to him for a bit, then ask him for a movie role. He should say yes.

8. Get to Runway Model in the Fashion Victim career
Unlocks: the Garden Floodlight

Sucking up: Malcolm's tough, but with a bit of schmoozing, he'll give you the role.

9. Get to Head Coach in the Jock career
Unlocks: the Information Overlord TV

10. Get to Centrefold in the Fashion Victim career
Unlocks: the Fontis Publicus Sink

11. Get to Hall of Famer in the Jock career
Unlocks: the Wicker Sofa

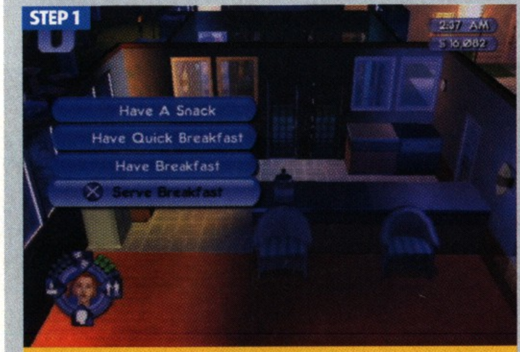
12. Get to Sex Symbol in the Movie Star career
Unlocks: the Microphone

13. Get to Director in the Movie Star career
Unlocks: the Manilla 1000 Aquarium

A MARRIAGE MADE IN HEAVEN

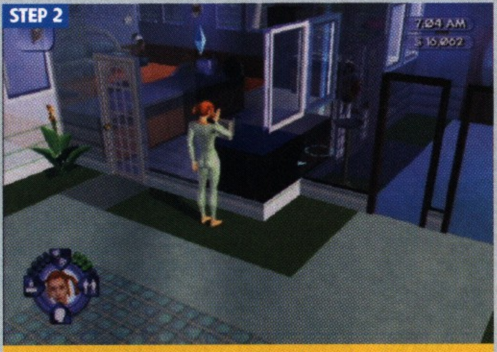
WHO SAID ROMANCE WAS DEAD? SIX EASY STEPS TO A CON YOUR LOVER INTO MARRYING YOU.

STEP 1



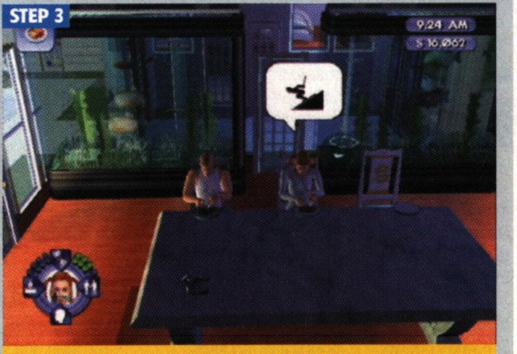
Setting the scene: Make sure your Sim's needs bars are full, then tidy up and make a meal. If you want your lover to say 'yes' you'll need to be at your best.

STEP 2



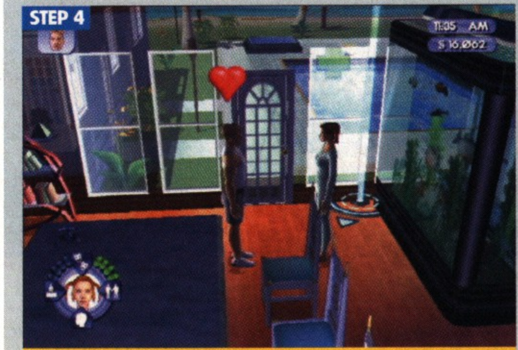
Make that call: Phone up your lover – it needs to be someone from Free Street, most of the other NPCs are spoken for – and invite them around.

STEP 3



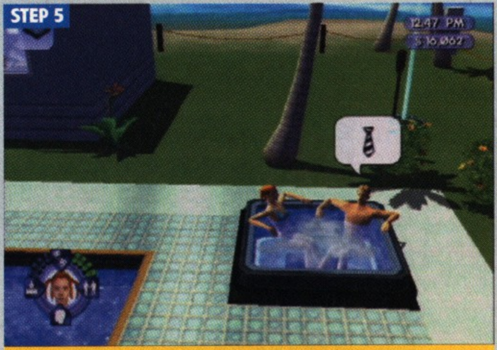
Buttering them up: When they arrive, sit down and eat a meal. There's nothing like sharing food to get all those love juices flowing...

STEP 4



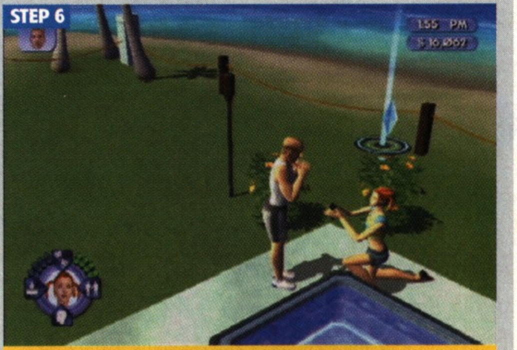
Get to first base: Talk, flirt, hug and kiss – make sure your relationship is on 100 points with a heart, otherwise you might strike out.

STEP 5



Upping the ante: Do something fun together. Sitting in the hot tub together is the easiest thing to do. Otherwise, dance together.

STEP 6



Popping the question: Kiss them, then pop the question. After all of this, their answer should be yes. If it isn't it's time to really despair!

PIXEL ACRES

A NUDIST COLONY. TIME FOR TENNIS AND BIKE RIDING APLENTY THEN.

1. Get married
Unlocks: the Spritzenfunken

2. Have a baby
Unlocks: the Schnellmeister

3. Seduce someone at Casa Caliente
Unlocks: the Euro Fireplace
How to do it: Visit Casa Caliente and lie on the love rug in front of the fire. Get Randy or Paisley to join you.

4. Find someone interested in Chase's secret formula
Unlocks: the Redwood Table
How to do it: Unlock 'tell secrets' by making friends with Ying or Chase. Visit Shiny Things Labs and 'tell secrets' to one of the scientists.

5. Find out what 'ghost' problem the Goths are having
Unlocks: the Stump Chair
How to do it: Play the synethizer and you'll unlock the Pixel Booty song and complete the goal.

6. Buy $2000 worth of improvements for Pixel Acres
Unlocks: the Hot Spring

7. Frame Malcolm and get him busted for indecent exposure
Unlocks: $5000
How to do it: Make friends with Malcolm then hold a party. Get a few of the other guests to 'go free', then ask Malcolm to do the same.

8. Get to Extortionist in the Gangster career
Unlocks: the Ping Pong Table

9. Get to Hitman in the Gangster career
Unlocks: the BroilBastard Grill

10. Get to Love Guru in the Counter Culture career
Unlocks: the Tetherball

11. Get to Psychic Advisor in the Counter Culture career
Unlocks: the Barnyard Taunt

CASA CALIENTE

THESE GUYS SEEM TO THINK IT'S THE SIXTIES OR SOMETHING...

GOALS:

1. Invite your lover over
Unlocks: the Tiki Torch
How to do it: Get someone to fall in love with you (they'll have a heart next to their name on the relationship bar) by getting your relationship points up high, then flirting with them, hugging them and kissing them. Then invite them over.

2. Get married
Unlocks: the SpritzenFunken
How to do it: See box out 'A Marriage Made in Heaven'.

3. Go to Studio 8 and help with the outsider art
Unlocks: that 70's window
How to do it: Visit Studio 8 and use the easel to paint a picture

4. Find a neighbour that knows about candelabras
Unlocks: the Candelabra
How to do it: Unlock 'kiss romantically' by completing the 'score with two sims at the same party' goal. Visit the Goth's Manor, then kiss Bella or Mortimer romantically.

5. Buy $1500 worth of improvements for Casa Caliente
Unlocks: the Sham Shag bear rug

6. Score with two sims at the same party
Unlocks: 'Kiss romantically'
How to do it: Get two sims to fall in love with you – not Paisley or Randy – then throw a party and select 'try and score' with them both.

7. Get to Yoga Instructor in Counter Culture
Unlocks: the Vibrating Bed

8. Get to Transcendentalist in Counter Culture
Unlocks: the Sili-Camp Tent

9. Get to Body Guard in the Gangster career
Unlocks: 'Force to slap self!'

10. Get to Arsonist in Gangster
Unlocks: the Love Tub

HOLDING THE BABY

IT'S JUST LUCKY BABIES GROW UP AFTER THREE DAYS AROUND HERE...

Once you're married, spending a bit of time with your new wife should prompt the question 'would you like to have a baby?' If the answer's yes, you have to look after the baby carefully until it suddenly reaches childhood and can do useful things, like the washing up. If you let the baby cry for too long, social services will come and take it away. Whenever the baby cries, feed it, then sing to it. You don't need to play with it.

The easiest way to look after a baby is to have a dedicated room for it to go in with the Sim who's not working looking after it. Here's how to set up your room.

VR GOGGLES

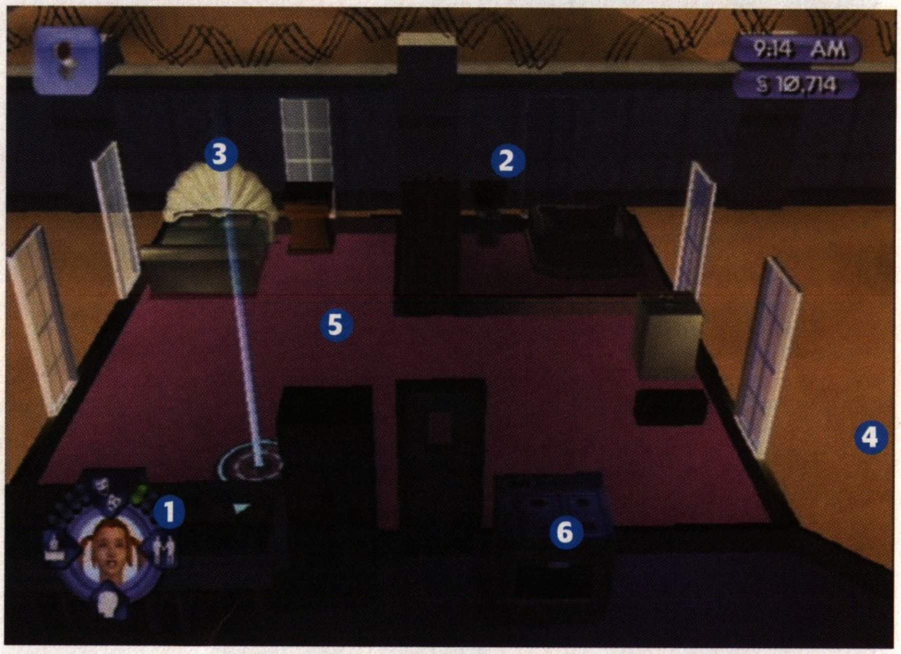
① Have something fun in the room, but nothing like a television, radio or pinball machine that makes noise that'll wake your Sim up if another member of the household comes in and uses it.

TOILET AND SHOWER

② Have a separate room with the toilet and shower in. Otherwise other Sims will walk in to use the toilet and shoo your Sim out of the way.

BED

③ Have an expensive bed next to the baby's cot so your Sim can get up quickly to respond to baby's regular whinging.



CHAIR

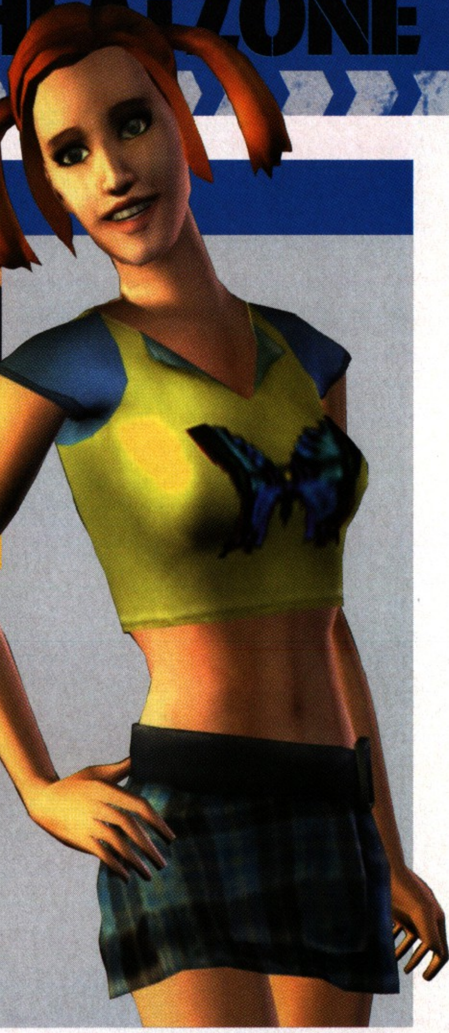
④ Have a comfy reclining chair for your Sim to relax in and nap. They'll wake up quicker if they're only napping.

RUG ON FLOOR

⑤ Put something that gives a high 'room' rating in the room. The more expensive, the more it'll give you. Buy the most expensive you can, then flog it once the baby's grown up.

KITCHEN

⑥ Attach your new room onto the kitchen, then you haven't got far to go for food either.



THE OCTAGON

CAUTION: HIGH SECURITY. DO NOT REPEAT THE FOLLOWING...

GOALS:

1. Get married
Unlocks: the SpritzenFunken
How to do it: See 'A Marriage Made in Heaven.'

2. Mission: Info gathering – Find and shut down the hackers
Unlocks: the Spartan Special Lamp
How to do it: Go to Shiny Things Labs and steal their computers.

3. Mission: Find and suppress – Anti-war protesters
Unlocks: the Toy Parrot
How to do it: Go to Club Rubb and do the opposite of what you do to make a party good. Turn off the DJ booth whenever someone turns it on and attack your hosts.

High octogan: The Octogan has plenty of sims living there – things are getting hard.

4. Mission: Seek and destroy – Bio weapons
Unlocks: the AbDominator
How to do it: Go to the Goth Mansion, highlight the Incubator and destroy the bio-weapon.

5. Buy $2000 worth of equipment for the Octagon
Unlocks: the Atlantean Column

6. Mission: Classified – Eliminate Senator Landgrabb
Unlocks: $5000
How to do it: Invite Malcolm round. Lure him into the centre room of the Octagon and remove the doors to the room in buy mode.

Computer nerd: Computers are handy for finding jobs and playing for fun.

Baby talk: Keep one of your sims free to look after the baby.

7. Have a baby
Unlocks: the SchnellMeister

8. Get to Code Breaker in Paramilitary
Unlocks: 'flip'

9. Get to Intelligence Director in Paramilitary
Unlocks: the Motion Detector

10. Get to Robotician in Mad Scientist career
Unlocks: Miss Gyrotic

11. Get to Space-Time Theorist in the Mad Scientist career
Unlocks: the RiteLite

MALCOLM'S MANSION

FINALLY, YOU CAN LIVE LIKE A KING (ONCE YOU'VE FINISHED MALCOLM).

GOALS:

1. Get married
Unlocks: the SpritzenFunken
How to do it: See box out 'A Marriage Made in Heaven.'

Height of your career: Finish all seven careers and activate the fountain.

2. Have a baby
Unlocks: the SchnellMeister

3. Show off your fortune: add $20,000 in value to the mansion
Unlocks: the Limo Ultimo

4. Finish all seven careers to see your dreams come true
Unlocks: We won't spoil the surprise, but activate the fountain in front of Malcolm's Mansion to complete.

5. Send your child to Prep School with Straight As
How to do it: Get your child to study for school from the bookcase until its grades are A+.

Eye spy: The telescope is fun, but at nightfall you might be abducted by a UFO.

6. Get to Movie Mogul in the Movie Star career
Unlocks: the Movie Star Temple Gnome

7. Get to Super Model in the Fashion Victim career
Unlocks: the Fashion Victim Temple Gnome

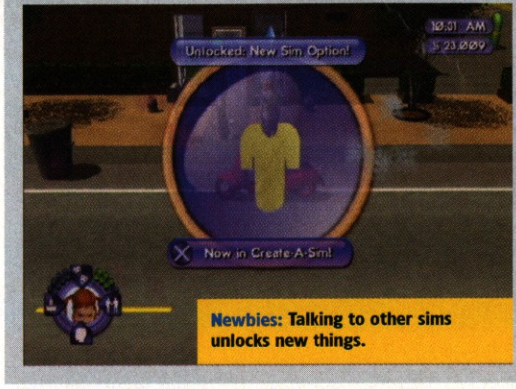
8. Get to Living Legend in the Jock career
Unlocks: the Jock Temple Gnome

9. Get to Death Ray inventor in the Mad Scientist career
Unlocks: the Mad Scientist Temple Gnome

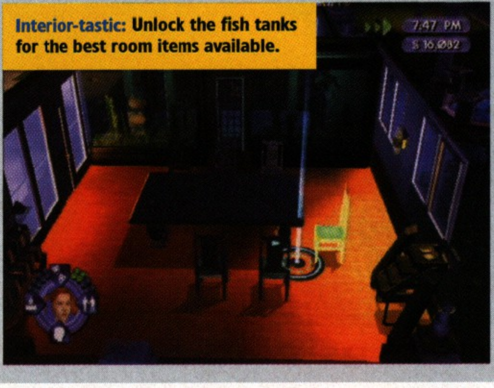
10. Get to Full Time Freak in the Counter Culture career
Unlocks: the Counter Culture Temple Gnome

11. Get to Mob Boss in the Gangster career
Unlocks: the Gangster Temple Gnome

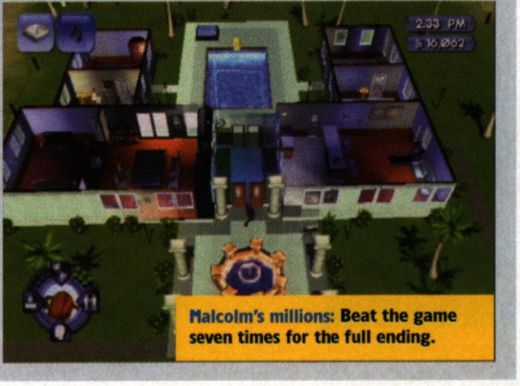
12. Get to War Minister in the Paramilitary career
Unlocks: the Paramilitary Temple Gnome



Newbies: Talking to other sims unlocks new things.



Interior-tastic: Unlock the fish tanks for the best room items available.



Malcolm's millions: Beat the game seven times for the full ending.

THE FACTS: **HERE COMES THE PAIN** ● PLAYERS **1-6** ● MEMORY CARD SPACE **266KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **TWO WEEKS**

WWE SMACKDOWN HERE COMES THE PAIN

Your step by step guide to creating the ultimate warrior! Or even Ultimate Warrior, if you like.

BEAT THIS → WE GOT A WRESTLER UP TO A STRENGTH OF 10, SPEED OF 10, TECHNIQUE OF 9, ENDURANCE OF 8.5, AND SU

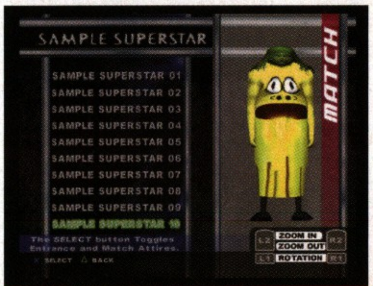
A PERSONAL APPEARANCE

EVERYTHING YOU NEED TO LOOK LIKE A ZOMBIE CLOWN FROM MARS...

The easiest route to take is to just browse through the sample models until you find one you like, or one on which you can change a few elements to make satisfactory. That's kind of missing the point, though, so your destination should really be EDIT PARTS. You have four options here, Body, Attire, Accessories, and Design. Body is mainly to do with the head and face, in fact, changing hairstyle, eye colour, facial hair, skin colour, and so on. Typically, the range of available faces is deceptive, because once chosen you then get a second list of nearly thirty variations on that face, some of which are patently absurd looking but will appeal to the more freakish of you. Even these can be tweaked, so in truth the possibilities are nigh-on limitless. Watch out, though, that a slightly odd-shaped head doesn't mess with your hair/mask etc, pushing through it.

HEAD GEAR

ATTIRE is the main way of personalising your wrestler, and is split into Head, Upper, and Lower. The Head part is full of caps, hats, and masks, all of which can be coloured and layered to your heart's content, as can the rest of your outfit. When you start choosing clothes for the Upper section, don't panic if the initial selection seems surprisingly limited, and only available in blue. Clicking on any of the basic styles opens a sub menu of literally hundreds of different designs. The tendency is for bright colours and loud patterns, but dig deep enough and you can find pretty much anything that suits your need. You can also mess with the colouring as much as you like, make them darker or lighter, even turning it monochrome. What you see is NOT necessarily what you have to end up getting. The opportunities to change clothing are so enormous that even if it only looks reasonably alright-ish at first, you can soon make it fit your theme perfectly.


SAMPLE SUPERSTAR
SAMPLE SUPERSTAR 01
SAMPLE SUPERSTAR 02
SAMPLE SUPERSTAR 03
SAMPLE SUPERSTAR 04
SAMPLE SUPERSTAR 05
SAMPLE SUPERSTAR 06
SAMPLE SUPERSTAR 07
SAMPLE SUPERSTAR 08
SAMPLE SUPERSTAR 09
SAMPLE SUPERSTAR 10
SELECT
BACK
MATCH
L2
ZOOM IN
ZOOM OUT
R2
L1
ROTATION
R1

The SELECT button Toggles Entrance and Match Attires.

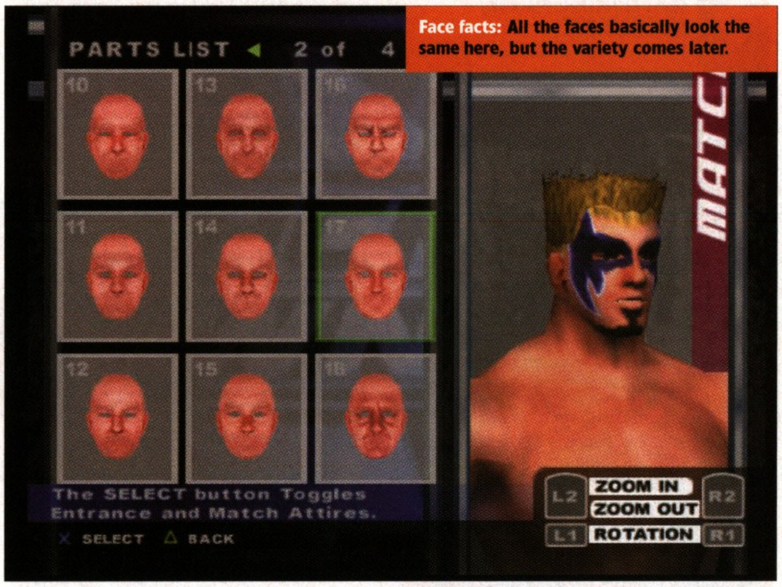
Feeling Froggy: **We will give a prize to anyone who finishes Season Mode like this.**

INSIDE YOUR WARDROBE

Same goes for the tights/trousers/skirts and boots etc. If a part of the design is simply wrong, cover it up with another design, or another item of clothing. Press ◎ to access your layers list and swap them around until they look perfect. Experiment with transparency, because even tattoo-style designs can be made see-through. Most of the different areas of the body will have matching designs hidden in the lists if you look hard enough, and like the co-ordinated look. If you want to go really mad, you can even change the colour of your wrestlers skin to blue, or something, and make it part of the colour scheme.

ACCESSORISE

Accessories are usually added last, as the icing on the beefcake. Jewelry is almost impossible to see on a wrestler in the normal run of things, but hey – at least YOU'LL know he has a nose piercing, and that's what counts. The paint is more noticable, and can be very striking, especially if you adopt the afore-mentioned layering technique. The head accessories are very Japanese and very wacky, with demon horns, antennae, and various superhero-style bits and pieces. You might want to check out number 51, for the weirdness factor – the last few pages are mainly sunglasses with some outlandish masks at the end.


PARTS LIST ◄ 2 of 4
10
13
16
11
14
17
12
15
18
SELECT
BACK
MATCH
L2
ZOOM IN
ZOOM OUT
R2
L1
ROTATION
R1

The SELECT button Toggles Entrance and Match Attires.

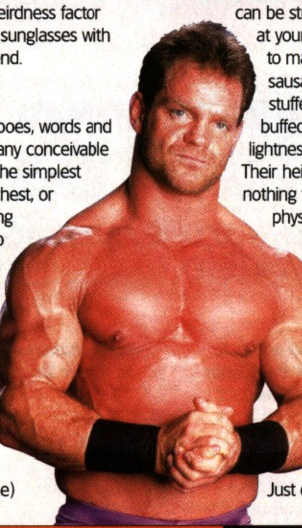
Face facts: **All the faces basically look the same here, but the variety comes later.**

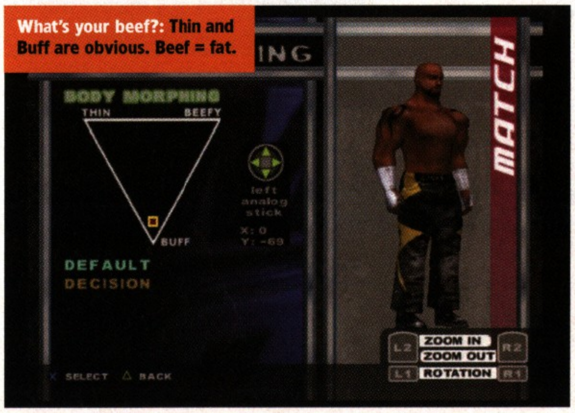
BODY ART

Designs are simply pictures, tattooes, words and letters which can be placed on any conceivable part of your creation's body. At the simplest level, you can put a flag on his chest, or his name in blocky letters running down his tights, but you can also declare an allegiance to a WWE superstar past or present by slapping their logo across your face, or cover your body in intricate tattoo-like designs.

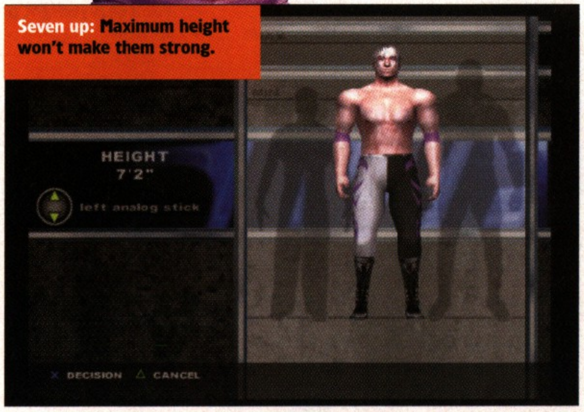
SHRINK FIT

After making him, her, or indeed 'it' look presentable, it's time to scale them. Each body part (well, except THAT one) can be stretched, swollen, or shrunk at your whim, but it's far far easier to make them look like tube of sausageskin with too much meat stuffed into it, than a finely honed, buffed up wrecking machine, so a lightness of touch is recommended. Their height and bulk have literally nothing to do with their ability to physically lift the heavier superstars, and in fact the more comically large or small you make them the more graphical problems you'll have in the ring, what with their arms disappearing into your chest, or them grabbing your head eighteen inches too high. Comedy is all well and good, but it's going to ook stupid too. Just err on the side of caution.




ING
BODY MORPHING
THIN
BEEFY
BUFF
left analog stick
X: 0
Y: -69
DEFAULT
DECISION
SELECT
BACK
MATCH
L2
ZOOM IN
ZOOM OUT
R2
L1
ROTATION
R1

What's your beef?: **Thin and Buff are obvious. Beef = fat.**


HEIGHT
7'2"
left analog stick
DECISION
CANCEL

Seven up: **Maximum height won't make them strong.**

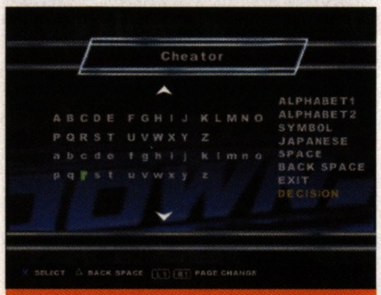
MISSION OF 8. WE WANT YOU TO DO BETTER? ■

PROFILE

IT'S NOT MUCH, BUT IT ADDS A LITTLE FLESH TO YOUR CHARACTER'S BONES, SO TO SPEAK.

NAME/RINGNAME/ NICKNAME

There's no real way you could know this the first time you enter them, but your name and ring name appear together during your entrance, ring name directly over your name. If you just want to be known as a single thing, only fill one of them out, but remember to delete the other, or you'll end up as 'default,' never very sexy. Your nickname is simply what people backstage will refer to you as. Yes, it might be tempting to enter a rude word. We couldn't possibly comment. You'll have to experiment.


Cheator
ABCDE FGHIJ KLMNO
PQRST UVWXY Z
abcde fghij klmno
pqrst uvwxy z
ALPHABET1
ALPHABET2
SYMBOL
JAPANESE
SPACE
BACK SPACE
EXIT
DECISION
SELECT
BACK SPACE
L1 R1 PAGE CHANGE

Chimpossible! Watch the monkey man do the monkey dance – it's apecellent. Ahem.

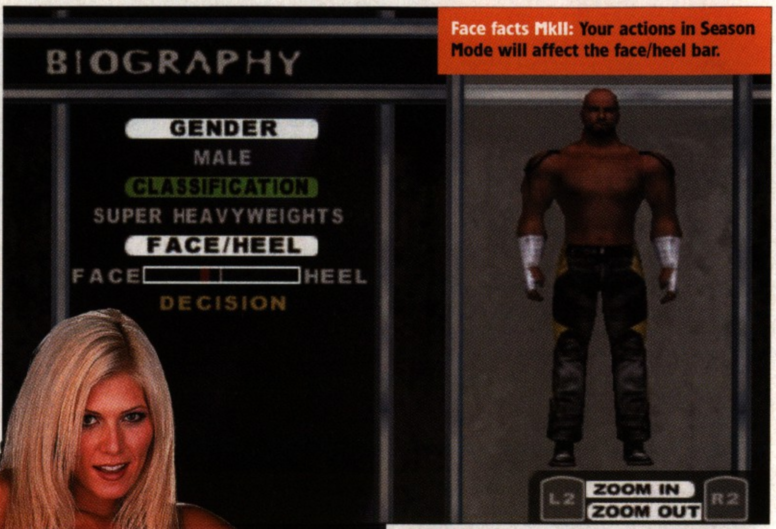
BIOGRAPHY

Gender: Male/Female/Other
Classification: Lightweights/Light Heavyweights/ Heavyweights/Super Heavyweights
Face/Heel: Sliding bar

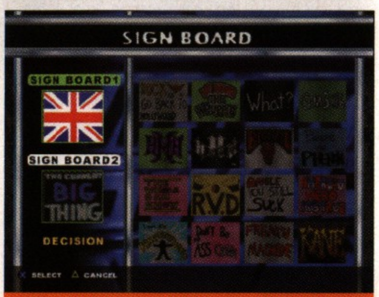
The weigh classification is crucial. Absolutely crucial. As mentioned elsewhere, only Heavyweights and Super Heavyweights will be able to Body Press great big lumps like The Big Show. Remember, you don't have to be huge and slow, just because you choose Heavyweight. You can equally go through Season Mode with a small wrestler, building up their speed and using luchadore moves.

SIGNBOARD

Annoyingly, these are mostly signboards that specifically relate to existing superstars, but you can find some generic ones like "tap out" that could work for you, or a flag or something.


BIOGRAPHY
GENDER
MALE
CLASSIFICATION
SUPER HEAVYWEIGHTS
FACE/HEEL
FACE
HEEL
DECISION
L2
ZOOM IN
ZOOM OUT
R2

Face facts MkII: Your actions in Season Mode will affect the face/heel bar.

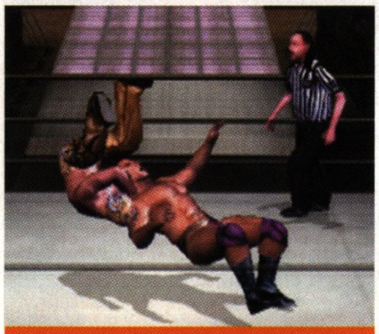

SIGN BOARD
SIGN BOARD1
SIGN BOARD2
DECISION
SELECT
CANCEL

Sign of the times: Choices are limited if you don't want to copy someone else.

ATTRIBUTES

ONE OF THE MOST WELCOME ADDITIONS TO THE SMACKDOWN FRANCHISE.

Initially, you get 250 points to spend. It's a lot, but then again your stats all start at one, and Brocke Lesnar's grandmother's poodle could get a three-count on you, let alone the monster himself. It's a mistake to let any stat stagnate completely, since the match types are so varied and the wreslters you face will use different techniques on you, but you should definitely prioritise. We suggest the following, but you should follow your own instincts:



Speed king: Rey Mysterio has the speed to get to a turnbuckle and use aerial attacks.

For a cruiserweight high-flyer (Rey Mysterio Jr, Ultimo Dragon)

1. Speed
2. Technique
3. Strength
4. Endurance
5. Submission

For a heavyweight powerhouse (Big Show, A-Train)

1. Strength
2. Endurance
3. Technique
4. Submission
5. Speed

For a highly technical submission stylist (Benoit, Angle)

1. Submission
2. Technique
3. Endurance
4. Speed
5. Strength

STRENGTH
Amount of damage your Superstar inflicts.

SUBMISSION
Determines how long you can hold submission moves and how fast you can get out of them.

Showman: The Big Show's super heavyweight status means he can pick anyone up.

ENDURANCE
How much damage your Superstar can withstand.

TECHNIQUE
Ability to counter attacks.

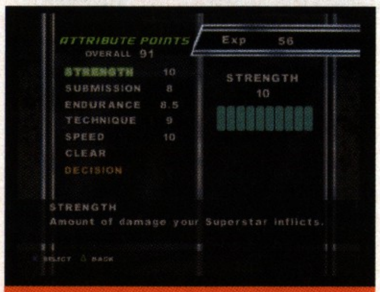
SPEED
The speed at which your Superstar walks, runs and climbs.

EXP COSTS

1 next = 6 exp
2 next = 7 exp
3 next = 8 exp
4 next = 9 exp
5 next = 10 exp
6 next = 20 exp
7 next = 35 exp
8 next = 65 exp
9 next = 90 exp
10 highest

1.5 next = 7 exp
2.5 next = 8 exp
3.5 next = 9 exp
4.5 next = 10 exp
5.5 next = 12 exp
6.5 next = 25 exp
7.5 next = 50 exp
8.5 next = 75 exp
9.5 next = 100 exp

Therefore, the total cost to get one stat from 1 to 10 is 546.


ATTRIBUTE POINTS

OVERALL 91

STRENGTH	10
SUBMISSION	8
ENDURANCE	8.5
TECHNIQUE	9
SPEED	10

CLEAR
DECISION
Exp 56
STRENGTH
10

STRENGTH
Amount of damage your Superstar inflicts.

SELECT
BACK

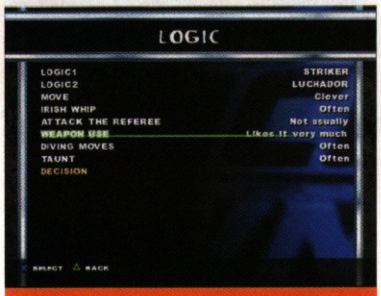
Challenge! Think you can beat our stats? Let's see the proof – and win a PS2 game.

LOGIC

YES, SOMETIMES YOUR CREATION WILL BE IN THE LOUTISH HANDS OF THE AI...

The choices you make here dictate, broadly, the behaviour of your wrestler when the computer is in charge of him or her. This allows you to reinforce their 'character', making your hardcore lunatic bash away at the referee and grab chairs at the drop of a hat, or whatever.

LOGIC 1
Brawler/Grappler/Submission/Luchador/Striker/Balanced



LOGIC1 STRIKER
LOGIC2 LUCHADOR
MOVE Clever
IRISH WHIP Often
ATTACK THE REFEREE Not usually
WEAPON USE Likes it very much
DIVING MOVES Often
TAUNT Often
DECISION

Ill logical: There's a surprising degree of customisability in this short menu.

LOGIC 2
Brawler/Grappler/Submission/Luchador/Striker/Balanced

MOVE
Clever/Aggressive

IRISH WHIP
Less Often/Often

ATTACK THE REFEREE
Not usually/It's done if it's necessary

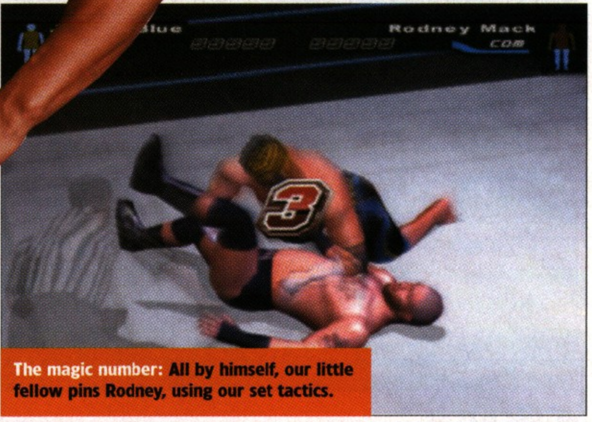
WEAPON USE
Dislike/Likes it very much

DIVING MOVES
Less Often/Often

TAUNT
Less Often/Often

Johnny Blue
COM

We're so proud: Our creation lays the smack down on another hapless victim.



The magic number: All by himself, our little fellow pins Rodney, using our set tactics.

CREATE A STABLE

THAT'S WHAT THEY CALL THEIR LITTLE TEAMS, YOU KNOW. STABLES. BLESS.

Easily the most straightforward part of the creation process, this is where you ally your finished superstar with... well, anyone you like. If you have created an existing wrestler who didn't make it into the game, here's where you can recreate their alliances Spike Dudley in the Dudley Boyz, for example. To get the full efffect, however, you would have to creat a Trio Stable with all three wrestlers, then two extra Tag Stables, one with Spike and Bubba, one with Spike and D'Von. A bit clumsy, but that's the way it works. The Season Mode does acknowledge the stables you create, and in fact adds new ones depending on your choices, so of course the temptation is to simply ally yourself with all the most powerful superstars before you've even started. Be warned that this will almost certainly backfire on you, since when the game inevitably pulls a double-cross storyline on you and looks for a likely friend to betray you and become a bitter enemy, it will look to the stables.

TAG ENTRANCES

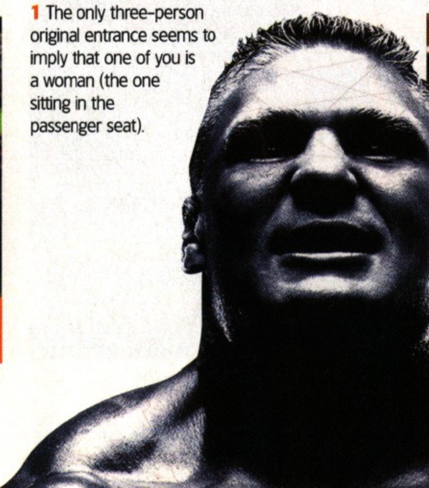
1 This is basically the old D-X tag team entrance.
2 The surreal obsession with ballet continues...
3 Driven to the ring in style. Well, a car.

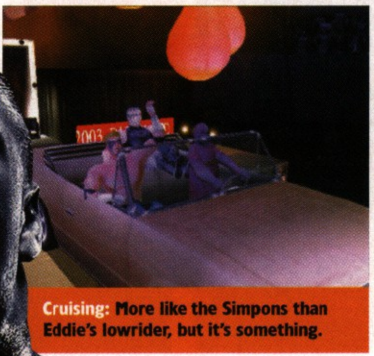
TRIO ENTRANCE

1 The only three-person original entrance seems to imply that one of you is a woman (the one sitting in the passenger seat).

Nutcracker. Sweet.: Yes, the infamous ballet entrance. We are, as ever, mystified.

X marks the spot: Our tag team use the old D-X entrance – just for a laugh, like.





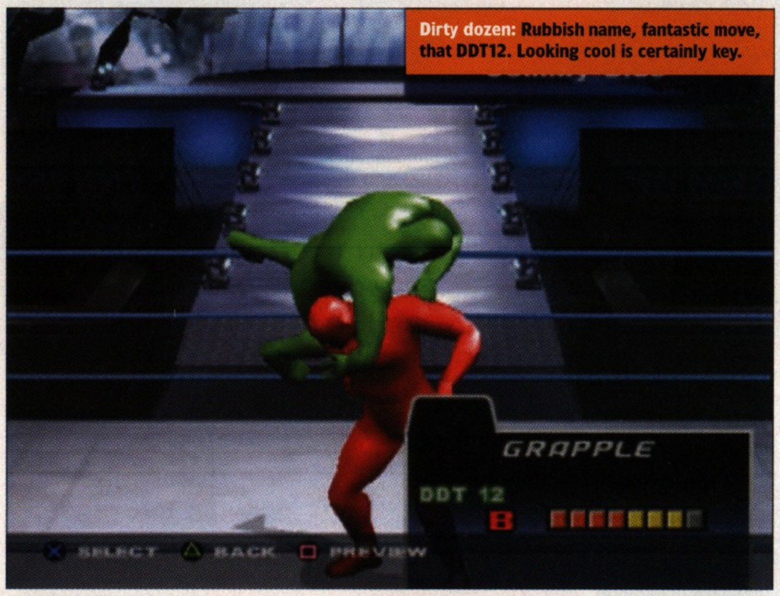
Cruising: More like the Simpsons than Eddie's lowrider, but it's something.

STORMFRONT
VELOCITY

Three's company: Nice and simple, the whole stable heading ringwards together.

CREATE A MOVESET

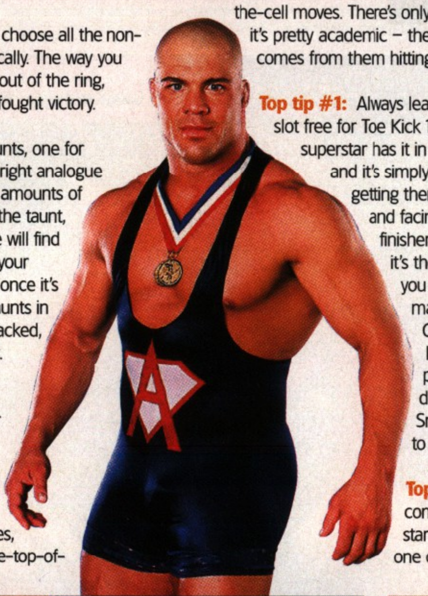
EXPECT TO SPEND A HELL OF A LOT OF TIME FINE TUNING THIS LITTLE LOT.



Dirty dozen: Rubbish name, fantastic move, that DDT12. Looking cool is certainly key.

BASES

This is where you choose all the non-fighting stuff, basically. The way you move, get in and out of the ring, taunt, and celebrate a hard-fought victory.



Top tip #1: you get four taunts, one for each basic direction on the right analogue stick, and they take differing amounts of time to execute. The longer the taunt, the more likely it is someone will find and grab you, but the more your SmackDown! meter will rise once it's finished. You can interrupt taunts in mid-flow to avoid getting attacked, but you will receive no boost.

READY MOVES

This is your bread and butter section, where you choose Submission, Signature, Power, and Quick grapples. Here is where you allocate strikes, grapples, rear grapples, and throwing-them-from-the-top-of-the-cell moves. There's only two of those, so it's pretty academic – the real damage comes from them hitting the floor.

Top tip #1: Always leave an Attack slot free for Toe Kick 1. Literally every superstar has it in the 1/3 slot, and it's simply the best way of getting them instantly groggy, and facing you, for your finisher. It even works if it's the very first move you perform in the match – boom. Groggy opponent. It's not our problem you don't have a SmackDown! move to use on them yet.

Top tip #2: When it comes to choosing a starting grapple for one of your four lists, the only real difference is visual. Try to pick one that makes sense with the following grapples, like a light punch (Grapple 4) for Quick Grapples and overpowering them (Grapple 11) for Power Grapples. This helps you remember which grapples open up which moves.

Top tip #3: If you want to get really anal about it, you could always try matching the Grapple to the consequent move. For example, Grapple 12 (one of Goldberg's) ends with you grabbing hold of their right leg. Some throws that follow on particularly nicely are Dragon Screw 1 & 2 and Chokeslam 9. Grapple 1 grabs them by the head, so could be followed with Body Press moves, for example.

Top tip #4: It may come as a surprise, but your Strength stat has absolutely nothing to do with your ability to pick up heavy opponents, it's all about your weight classification. We ran a scientific test in laboratory conditions, and found that the same generic created wrestler (strength of 4) managed to body press the Big Show as a Super Heavyweight and Heavyweight, but struggled as a Light Heavyweight and (obviously) Lightweight. You could, in theory, create a skinny 5' 3" lady, set her as Super Heavyweight, and Powerslam anyone you like. Loopholes – gotta love 'em.

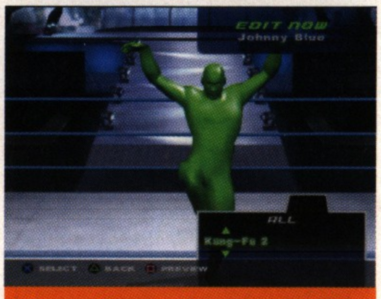
Top tip #5: Pay close attention to the position you both finish in. Remember if they land on their front or back, their head or their feet closest to you, so you can mentally prepare a submission move, or aerial assault. Attacks from the turnbuckle screw up if you try to land one on someone who's lying on his front, even if he isn't moving.

GROUND

This is the bit that's the most like 'proper' wrestling, getting them onto the mat and restricting their movement, keeping them down and dealing consistent damage.

Top tip #1: Angry Stomp. Choose it. Make it your basic ⊗ ground strike attack. It's crucial. Many of the others take far too long to execute, whereas Angry Stomp can be hammered very very quickly.

Top tip #2: If you're creating a wrestler who isn't much of a submission expert, a lot of the moves in these lists will do little damage. In which case, look out for any of these non-submission moves:



Wax on...: Do you really want to stand like this? All the time. Really? No. Really?

Austin Stomp 2
Big Stomp
Cocky Pin
Darkness Pin
Elbow Drop 14-16
Ghost Pin
Handspring Splash
Head Pound 2
Head Shake Leg Drop
It Bites A Forehead 2
Lesnar Raise
Moonsault Splash 2
Oklahoma Roll Pin
Regal Knee Drop
Russian Neck Drop
Slap Head & Raise
The Rock Wake Up
Big Splash Pin
Booker T Knee Drop 2
Cruiserweight Moves 5
Dropkick To Face
Fury Punch 8-11
Goldberg Wake Up
Hawk Fist Drop
Head Scissor Roll Over
Hip Drop
Knee To Arm
Mahistrol Cradle Pin
Mounted Punching 1-4
Outlaw Pin
Ric Flair Knee Drop
Shaky Knee Drop
Taunt Austin 1
Ultimate Knee Attack

TURNBUCKLE

Some of the coolest looking moves in the game are accessed here, from the basic Superplex to the devastating Super Tiger Bomb. Using turnbuckle strikes and grapples are a crucial part of keeping your attacks varied.

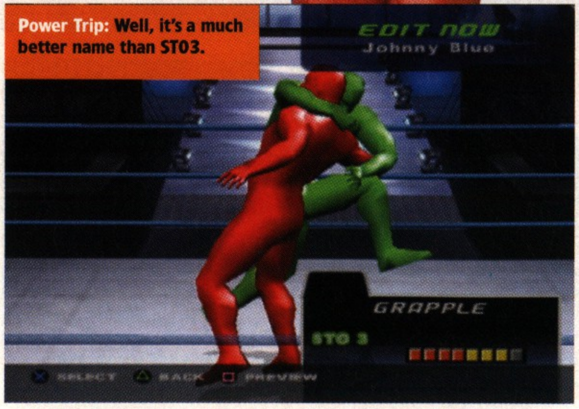
Top tip #1:
If you're a cruiserweight, you should always always choose On The Top Rope as your primary turnbuckle attack. It puts you in the perfect position to execute an aerial attack like Diving Cross Body Pin or Diving Hurracanrana

Top tip #2:
If you're primarily a ground-based, submission style wrestler, don't ignore all this flashy top rope shenanigans. Super Armbar Takedown and Tornado Armbreaker can become crucial tools in your efforts to wear down their arms, for example. There's also a really nasty Figure-4 Neck Lock, and Hangman Chokehold 2, for head damage.

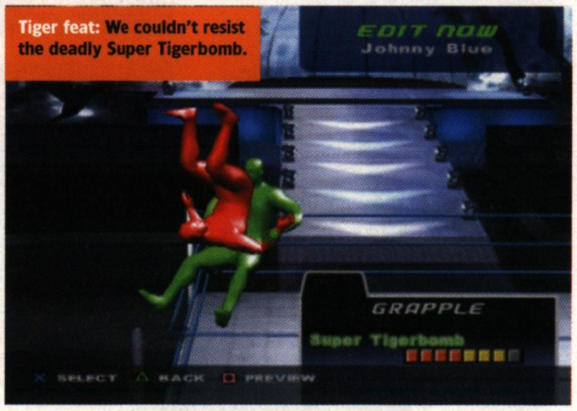
Top tip #3: Toss To Turn Buckle may be a pretty weak looking move, but it ends with them on their feet, facing you, and groggy - in other words, perfectly set up for a finisher. Similarly, Spider Suplex does a nasty looking suplex then crouches on the top turnbuckle, perfect if your finisher is aerial.

ROPE OPPONENT

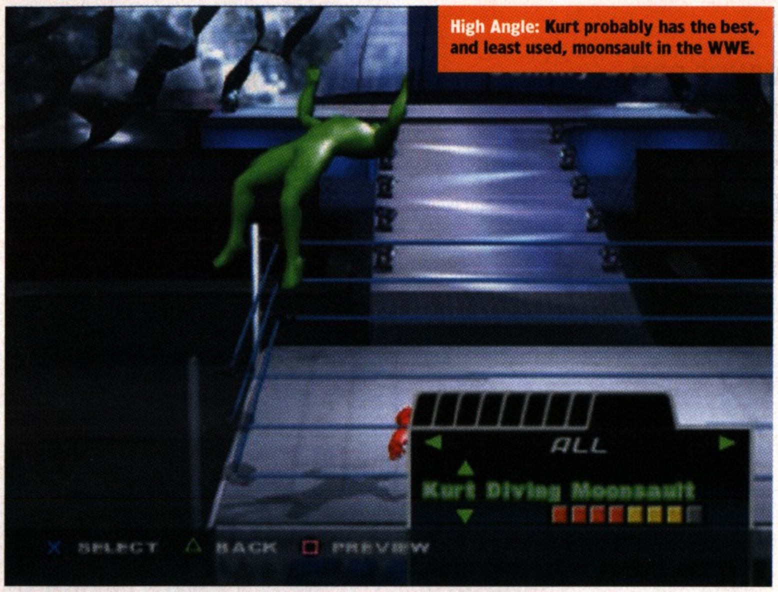
A small selection of moves for a situation you won't find yourself in all that often, unless you actively seek it out, this is basically the move immediately after striking them next to the ropes, so that they lean on them, dazed. Also in this section are the



Power Trip: Well, it's a much better name than STO3.



Tiger feat: We couldn't resist the deadly Super Tigerbomb.



High Angle: Kurt probably has the best, and least used, moonsault in the WWE.

moves executed when you rebound off the ropes and immediately attack a close opponent, and the moves you use jumping out of the ring to an opponent standing outside. These last two are rarely used in any match we've seen, but learning and using them yourself will only help your cause – just don't go too far out of your way trying to engineer the right situation, or you'll get distracted and this normally results in a pounding that could be the end of your fight.

AERIAL

The choice of the high-flying cruiserweight, aerial moves are called high risk for a reason – if they bring their knees up, you'll be diving onto a whole world of hurt. Make sure you have your opponent groggy before attempting one.

Top tip #1: Quite a few of the aerial moves end in a pinning predicament, which can actually be a bad thing. If your opponent is woozy enough for you to be in control, but fresh enough to kick out before the three count, trying to pin him or her will simply liven them up, get them back on their feet, and potentially dangerous again. Bad thing. Preview the moves just in case, and choose carefully. Elbow Drops, for example, come in pin and regular flavours.

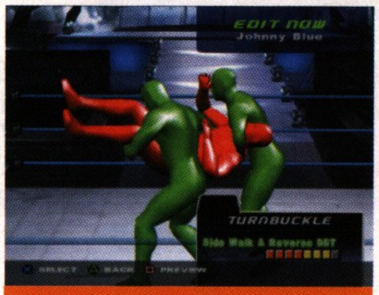
RUNNING

You get two attacks and two grapples, for running at a stationary opponent; two grapples for running at a stationary opponent from behind (pretty rare); two attacks from running at a grounded opponent; and three counters, for when they're running at you. A good variety, then, and plenty of moves in the lists to choose from.

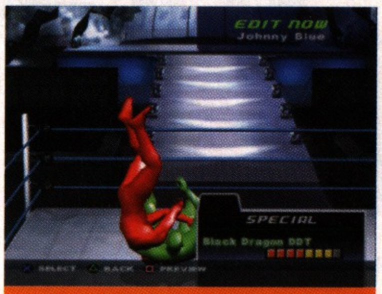
Top tip #1: Don't forget that if you're running at a non-groggy opponent, ◎ will grab them and Irish Whip them in the same direction you were running (usually throwing them out of the ring), while any direction and ◎ positions you immediately behind them.

DOUBLE TEAM

This is the really fun stuff. Probably the best thing about tag team matches, there are loads to choose from – can you resist the 3D? Oh, and if you wimp out and choose Mudhole Stomping 1, you should be ashamed of yourself and stop playing this game immediately. By the way, all these moves involve getting them slumped into your corner, and pressing a direction and ◎. It will automatically tag you out – if your partner was computer controlled, you will immediately assume control.



Double trouble: Don't forget that double team moves tag the active wrestler out.



Finish him! We admit to being very partial to this finishing move in particular.

Top tip #1: Getting a successful double team move from the standing position can seem nigh-on random sometimes. It involves having you and your partner facing the opponent, within grapple range, and for you to press the appropriate button(s). Usually there's so much movement going on it's almost impossible, but it's much easier when your tag partner is player-controlled.

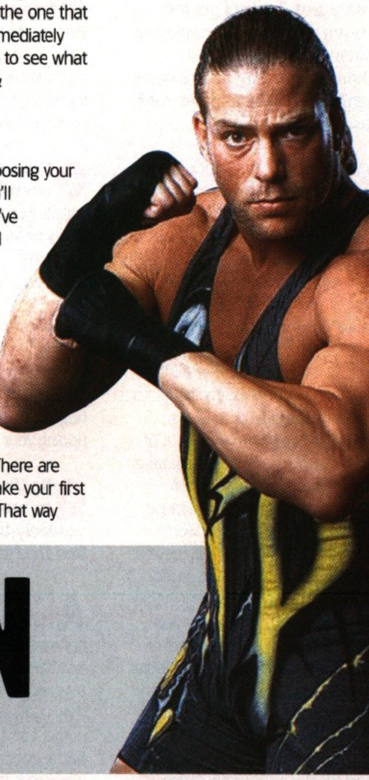
Top tip #2: Again, this is a tip for the more anally retentive players out there. You know who you are. When it comes to turnbuckle double team moves, sometimes you'll find your tiny lightweight wrestler doing the body press part of a Gut Crusher. Wrong. Take a close look at the preview – although those two green guys look exactly the same, the one that starts the move inside the ring, and immediately tags out, that's you. Keep watching him to see what he does. Oh, and check out Stungun & Neckbreaker. Ouch.

SPECIAL

We lied. THIS is the really fun stuff. Choosing your special move is pretty crucial, since you'll (hopefully) be seeing it/them a lot. You've got three main options – your standard grapple from in front/behind, a submission move, an aerial attack, or one of the 'others' – from the turnbuckle, from running etc. OK, four options. This is also where you choose your Favorites, your Weapon Special, and your Combination Moves.

Top tip #1: Make it easy on yourself. There are loads and loads of moves in the list, make your first finisher accessed via front and groggy. That way you just deliver a swift Toe Kick 1 to the belly and you're sorted. Go crazy with the second one, just choose another favourite, and work out later how to get them in the right position.

Top tip #2: There are different advantages to different finishing moves. Think about whether or not you could use it to smash someone through a table, or if it needs the ropes and therefore can't be used outside the ring, or backstage. Submission moves can't be interrupted (except by rope breaks, where applicable), crucial in matches with lots of opponents who might break up a pin attempt.



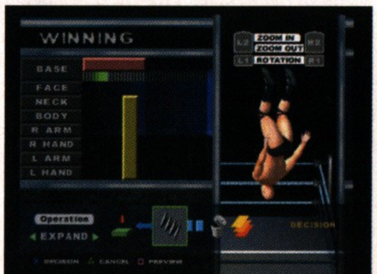
CREATE AN ANIMATION

THE WRESTLER IS YOUR MEAT PUPPET! MAKE HIM DANCE FOR YOU! MWAHAHAHA!

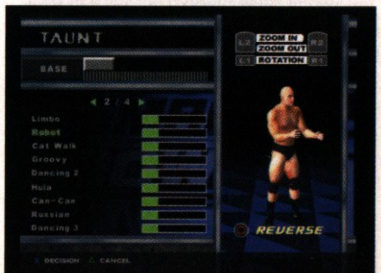
This is often the 'forgotten' part of the creation process, home to diehard completists and the terminally bored. This is a shame, because there's a lot of fun to be had in here. You can change the way your wrestler walks, runs, taunts, and of course his/her winning animation. To be fair, 90% of the stuff in here is intended for comedy purposes, and with the best will in the world, few players who have made their superstar hop like a bunny around the ring, waving their arms madly, will be able to stomach it for long before resetting to default.

The green bars indicate the length of the animation, and you simply choose amendments to a base animation, and drop it into the panel, depending on the timing you want it to have. It's a pretty simple system, but deep if you want to go there. If you want to create a full-on kung fu style grappler, this is the best place to go. Muay Thai, Capoeira, and classic kung fu stances are all present and correct.

We would recommend creating a winning animation for yourself, because – in our eyes – the ultimate goal in creating a wrestler is that nothing about them is shared with any of the standard roster. No moves, not a single frame animation. Obviously that's impossible, but if you share our glorious vision, it's a matter of moments to create a fairly normal winning pose.



Fear not!: It's not as scary, or complex, as it looks. Get used to the layout, it's addictive.



Electric boogaloo: If you really want your taunt to be the robot dance – so be it.

ASK TORRIE

THE WWE'S DIVA-LICIOUS TORRIE WILSON GETS TO THE NITTY GRITTY WITH ALL YOUR SMACKDOWN WOES!

Q I was up against Rey Mysterio, and the little bugger moves so quickly! Is there any way of slowing him down, like working on his legs a lot?
Simon Goodman, Essex

A You should see him during a real match live, he's like a blur. Unfortuntely, a really powerful wrestler with a high strength stat can make short work of him, since his endurance is kinda low. Once he's hit with a few big moves, he'll be slow to get up, and you can start taking advantage. I don't know if you saw our Backlash PPV earlier this year, but that's how Big Show beat him, strength over speed.

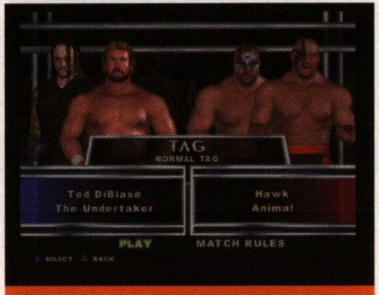
Q When I enter a conversation backstage in Season Mode, I inevitably end up losing SP – whatever they are! Or else I get into a fight for which there is no reward, money or experience! What's the point? Will the conversations change according to storylines I've gone through? Will they remember me?
Martin Verdi, Glasgow

A Be careful who you talk to and check how many Superstar Points (SP) they have compared to you. Wrestlers in the game behave in the same way they do on TV, so guys like Chris Jericho and Steve Austin are aggressive and confrontational (yet sweethearts in real life!) and often get the better of you. Steer clear unless they're in your stable. Others like Kurt Angle or Brock Lesnar like to be told how great they are, while The Rock and The Undertaker demand you respect them. Also, the face/heel interaction plays a part. Either you need to wait until you have a decent amount of SP, or beat them (in or out of the ring) to earn their respect. Fighting backstage can start a new feud storline, but more often means you can't fight him on the night because you're already booked for a match. Also worth remembering is that Superstars will recall previous storylines up to a point, but like I say the crucial factors are SP, whether or not you're a belt-holder, your face/heel status and the members or your stable. If you or they switch from face to heel or vice versa, or reach certain SP levels, they'll forget about past storylines. It's a fast-moving business and people have short memories – you could be tagging with them within a week of beating them.

Q I've unlocked all the move sets from Season Mode (finally!) but some of them are still unavailable in CAS Mode. What gives?
brockrocks, via email

A Well, 'brockrocks', you will not have full access to the movelists until you unlock all the legends, too. A lot of their moves, particularly the finishers, are locked.

Q It looks like you can assign any move to any of the four grapples (Quick, Power, Submission and Signature), so can I just make them all big power moves? Or will submission moves put into the submission set be more effective than elsewhere?
Patrick Gleason, London



Past and present: There's a chance that we'll see the old Dead Man gimmick again.

A You haven't done your homework, Patrick. Naughty boy. The moves available are different, and appropriate to each category. You can try assigning a piledriver to the submission category, but... well, it won't work. Sorry. Reversals depend on the strength and speed of the move, as well as your technical levels.

Q I've created a really cool submission wrestler I've called Doctor Death! He's great, but I was wondering, if I injure their arms enough, will they stop punching me so hard?
Will Trent, Hampshire

A How funny, there was actually a wrestler called Dr. Death here some years ago! Anyway. there is a difference in the damage they inflict when their arms are seriously injured (in the red), but it isn't huge. If you're getting a whupping, I recommend upping your Endurance statistic.

Q Do the wrestlers get increasingly harder to beat in PPV matches, or have I just suddenly turned rubbish?
Dan The Man, via email

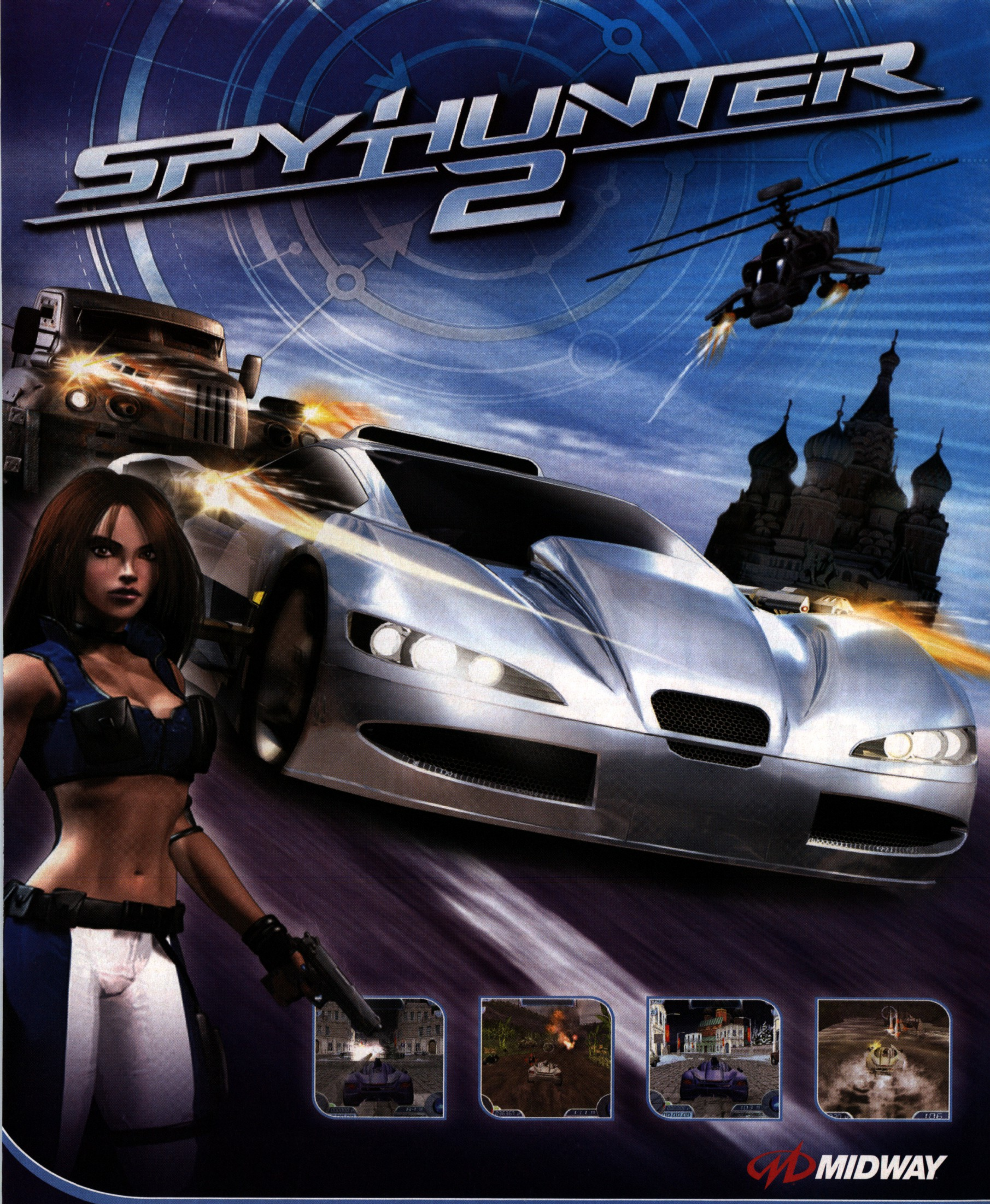
A My first PPV, I remember seeing Goldberg banging his head against a locker door to get ready! You should see the guys backstage just before a big show. They get themselves psyched up even more than usual, because they really want to go for it – raise their game, and give the crowd something extra. Same goes for the game; the superstars will always be harder to beat in a PPV.

Q If you fight in more than one match in a single night, will you be tired and weaker in the second and third matches? I seem to be losing a lot and I want to find a reason for it!
Karl Meadows, Yorkshire

A In certain specific storylines this does happen, but the majority of the time you'll be fighting fit and ready for your next match.

Q Sometimes my SmackDown! meter seems to rise quickly, sometimes slowly – I can't figure it out!
CrippleH, the internet

A The rate at which the meter builds up is determined by your strength, the damage rating of the moves you use, the length of the taunts you use, and your Overall ability rating. So somebody really popular, like Brock Lesnar, will have a quicker meter build up than someone like Chavo.



PlayStation 2

XBOX

7+
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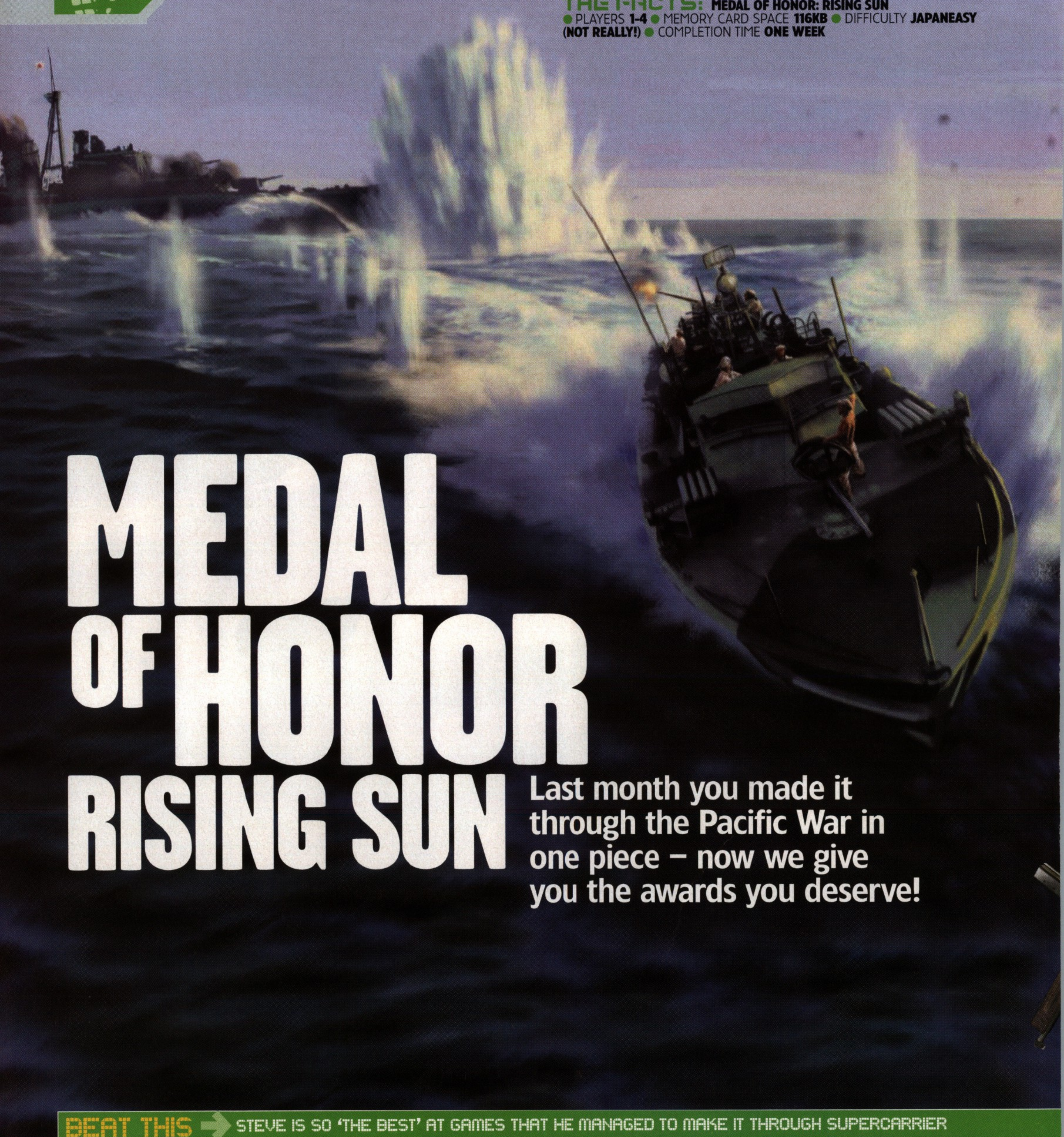
THE FACTS: **MEDAL OF HONOR: RISING SUN**
● PLAYERS **1-4** ● MEMORY CARD SPACE **116KB** ● DIFFICULTY **JAPANEASY (NOT REALLY!)** ● COMPLETION TIME **ONE WEEK**

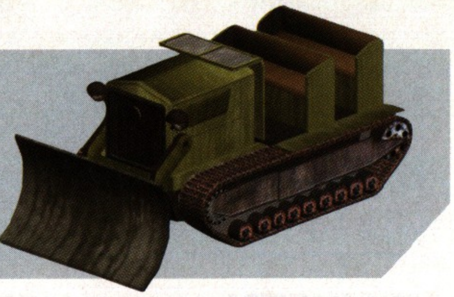


MEDAL OF HONOR RISING SUN

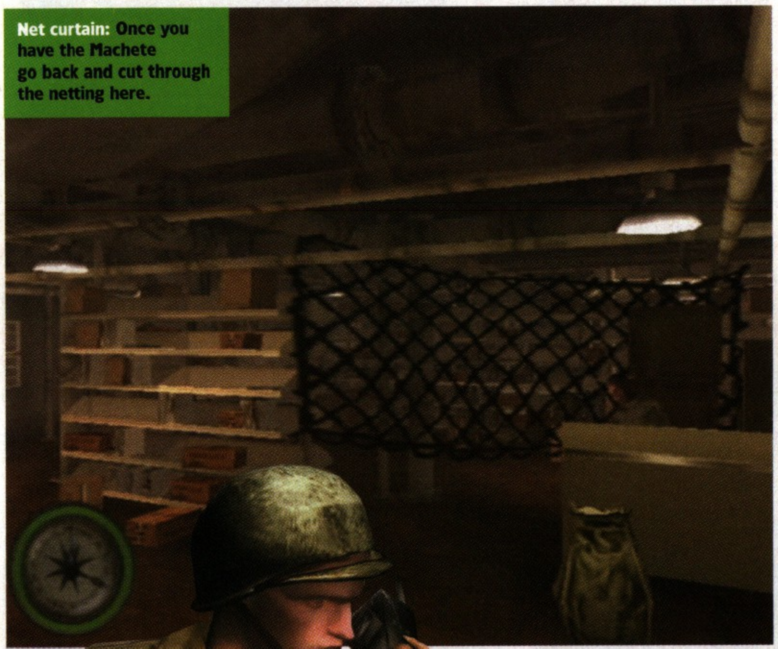
Last month you made it through the Pacific War in one piece – now we give you the awards you deserve!

BEAT THIS → STEVE IS SO 'THE BEST' AT GAMES THAT HE MANAGED TO MAKE IT THROUGH SUPERCARRIER

DAY OF INFAMY



THE SHIP MIGHT BE SINKING BUT YOU'VE GOT TO STOP OF ON YOUR ESCAPE ROUTE...



Net curtain: Once you have the Machete go back and cut through the netting here.

FILM CANISTER 1:

Use the Machete to cut through the netting in the post room.

BONUS OBJECTIVE 1:

After jumping the pipes run to the end of the corridor and press ⊗ to assist the engineer.

BONUS OBJECTIVE 2:

Extinguish the fire barring the doorway. Go into the room and put out the flames to save the crewman.

FILM CANISTER 2:

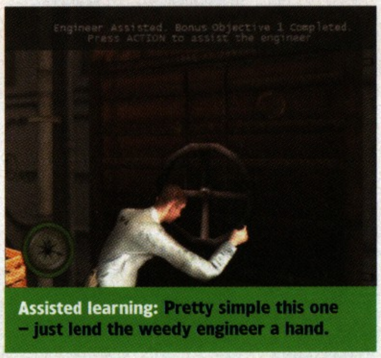
It is just to the right of the crewman you save by putting out the fire.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

Complete both Bonus Objectives.

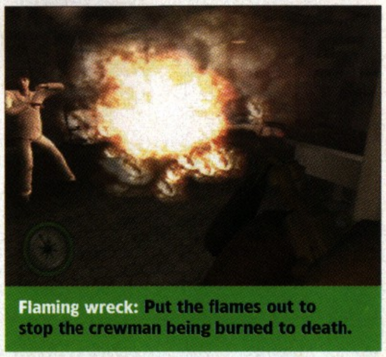
SKIN LOCATION:

It's in the barbershop next to where you found the first Film Canister.



Engineer Assisted. Bonus Objective 1 Completed.
Press ACTION to assist the engineer

Assisted learning: Pretty simple this one – just lend the weedy engineer a hand.



Flaming wreck: Put the flames out to stop the crewman being burned to death.

PEARL HARBOR

IT MIGHT SEEM SIMPLE BUT DOWNING 75 JAPANESE PLANES IS NO MEAN FEAT.

BONUS OBJECTIVE 1:

Shoot down 20 enemy planes.

BONUS OBJECTIVE 2:

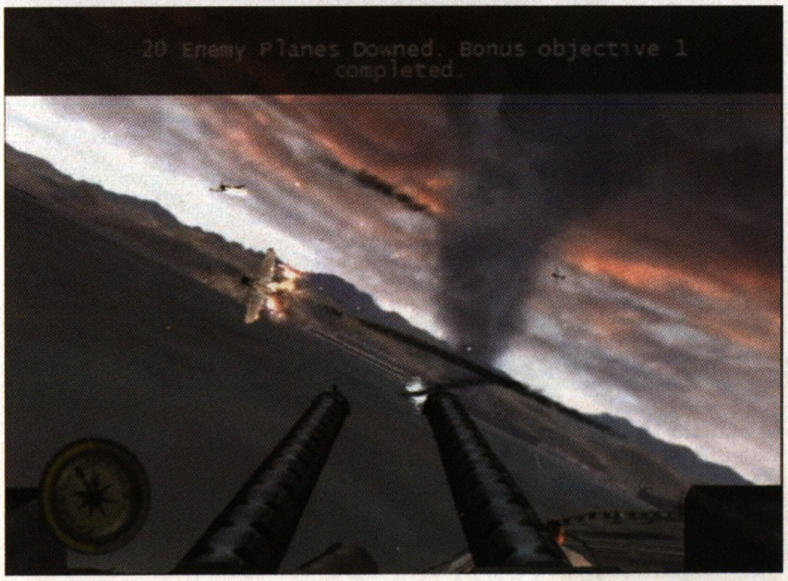
Shoot down 75 enemy planes.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

Complete both Bonus Objectives.
Take less than 100 hits.

SKIN LOCATION: None.

Turkey shoot: Here's your chance to make it to 75...

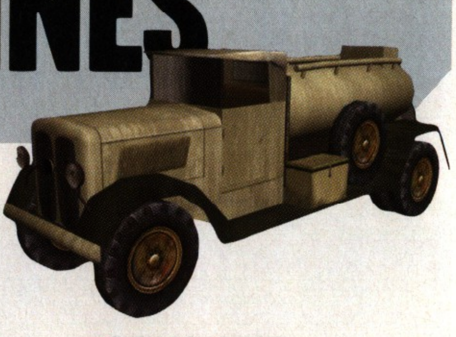


20 Enemy Planes Downed. Bonus objective 1 completed.

SABOTAGE TAKING LESS THAN 80 HITS. CAN YOU MATCH HIM?

FALL OF THE PHILIPPINES

GRAB ALL THE BOOTY YOU CAN BEFORE THE AMERICANS GET THEIR ASSES KICKED!



■ FILM CANISTER 1:

After the tank has rolled through the barricade and you've shot the soldier who appears on the right, look to your left. There's a ruined building here. Run up the pile of rubble and press ⓐ to jump onto the small box at the top. Jump again onto the first floor. The Film Canister is behind the crates here.

■ BONUS OBJECTIVE 1:

There is a small box in the Radio Command Post. Smash it open with your Rifle to reveal a picture of a Japanese officer – Commander Shima. Pick it up.

■ BONUS OBJECTIVE 2:

When you exit from the sewers leading from the baseball field, kill the soldier to your left and the sniper on the balcony. Now make your way to the far side of the ruined building. To the right by the hole you exit through is a box. Break it open to reveal a smaller box. Break it again to reveal an even smaller one. Break this and you find the Golden Buddha statue.

■ FILM CANISTER 2:

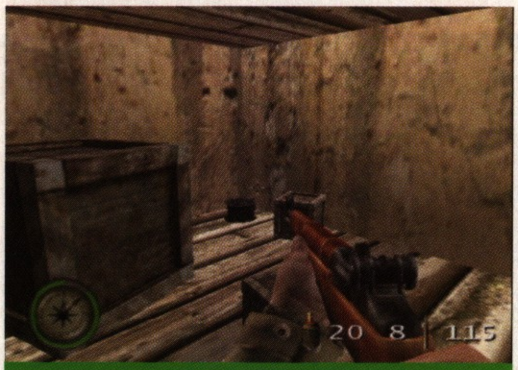
When you have signalled the Demo Team, run around the back of the truck and go through the gap in the wall on the right. Go right and then right again. The Film Canister is here by some supplies so quickly grab it.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

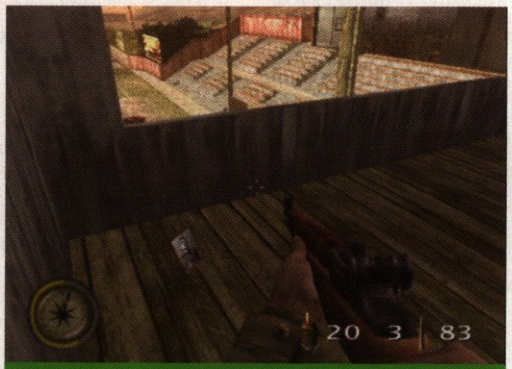
Complete both Bonus Objectives.
Take less than 100 hits.
Get 75%+ accuracy.

■ SKIN LOCATION:

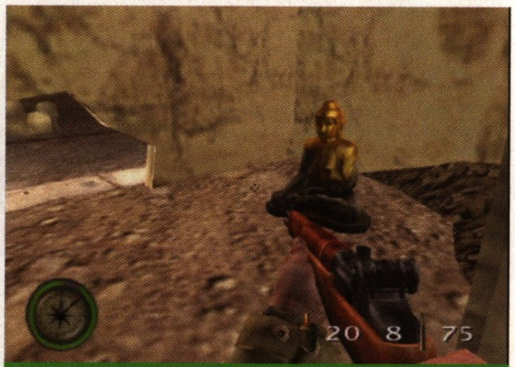
It's on the first floor of the building you come to after collecting the Golden Buddha, with a machine gun on the roof.



Film noir: Fancy leaving a reel of film here in a ruined house.



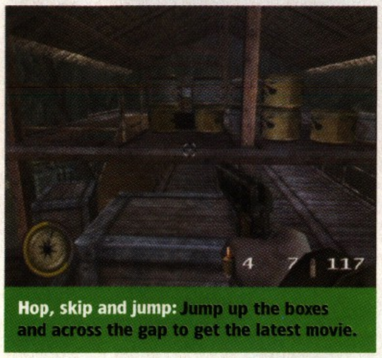
Snappy snaps: Inside that small box is this ugly mugshot.



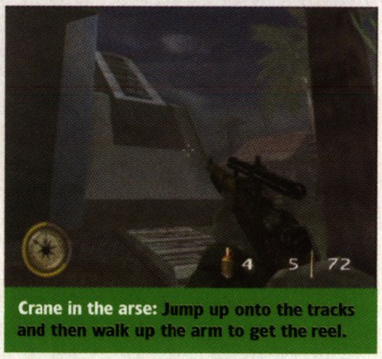
Sitting pretty: Quite how this fitted in that tiny box...

MIDNIGHT RAID ON GUADALCANAL

IN THE MURKINESS OF THE PACIFIC NIGHT YOU WILL NEED SHARP EYES TO GET ALL THE BONUSES.



Hop, skip and jump: Jump up the boxes and across the gap to get the latest movie.



Crane in the arse: Jump up onto the tracks and then walk up the arm to get the reel.

■ BONUS OBJECTIVE 2:

You need to get five sets of Intelligence Documents. The first is in the bunker where the boat collects you after your first foray into the jungle. The second set is in the bunker you encounter just after you reach the Landing Area. The third set is in the larger of the two huts in the clearing with the crane. The fourth set is in the bunker in the large open clearing with lots of Japanese hiding in foxholes. The final set is upstairs in the radio hut you need to go through to get to the Ammo Depot. Officers guard each set quite literally with their lives.

■ FILM CANISTER 1:

Walk around the back of the crane near the Outpost. Jump up onto the tracks and then jump again to reach the arm. The Film Canister is at the end of the arm.

■ FILM CANISTER 2:

This is sneakily hidden in the two-storey supply hut in the big loop area that you can ignore if you just want to complete the mission. On the lower level run through the stacks of boxes until you find the one you can jump up onto. Jump up the series of boxes and then face left. Jump across the small gap for the Film Canister. You'll be more than glad that you did.

■ BONUS OBJECTIVE 1:

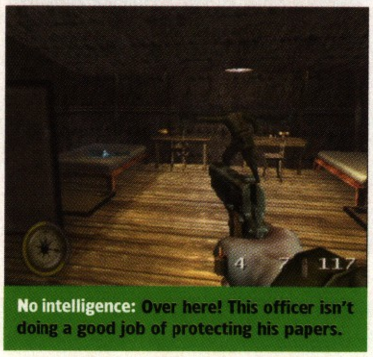
Destroy the generator by throwing a Grenade at it. You'll find it in a shed by a parked truck in a clearing towards the end of the level, just before you reach the Ammo Depot. It's guarded by a couple of grunts so be warned.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

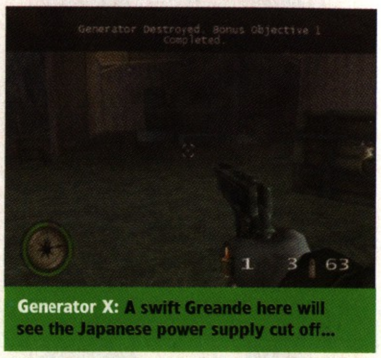
Complete both Bonus Objectives.
Take less than 100 hits.
Get 75%+ accuracy.

■ SKIN LOCATION:

It's in the two-storey hut you come to just before the Ammo Depot.



No intelligence: Over here! This officer isn't doing a good job of protecting his papers.


Generator Destroyed. Bonus Objective 1 Completed.

Generator X: A swift Greande here will see the Japanese power supply cut off...

PISTOL PETE SHOWDOWN

QUITE WHY THERE ARE FILM CANISTERS LITTERED AROUND A PACIFIC ISLAND WE DON'T KNOW...

■ SPECIAL ITEM:
Once you have rescued the Lost Allied Patrol, run around to the back of the hut behind where the soldiers were being held captive. Here you will find the Machete underneath the hut. You can now use the Machete to cut through foliage and other obstructions to reach previously hidden areas and take shortcuts. You can't equip it, but when you see something that looks like it might be cut back, approach it and press ⊗. You will need to go back to previous levels and use it to get various bonuses.

■ BONUS OBJECTIVE 1:
After the enemy artillery fire blows a hole in the fence by the Japanese camp, run through and head up to the top left-hand side of the hill. Here is some undergrowth you can cut back with the Machete. Run up the path, chopping any foliage that gets in your way. You will emerge onto a grassy hill. Run left, to the top and take out the Japanese manning the howitzer. Man it yourself and take out the soldiers and enemies who foolishly charge at you.

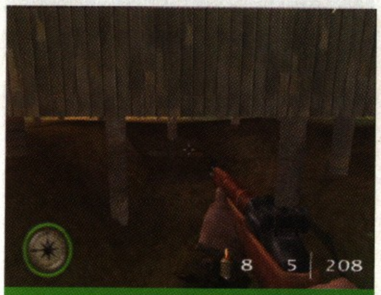
■ FILM CANISTER 1:
There is a grey rock directly in front of the howitzer – shoot it to reveal the Film Canister.

■ FILM CANISTER 2:
It is located between the second and third gun position. The Film Canister is at the bottom of a path winding upwards.

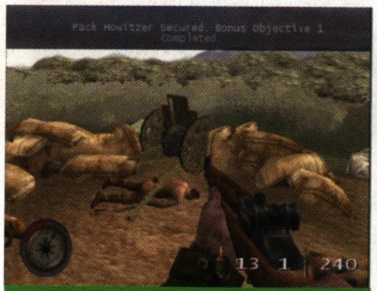
■ BONUS OBJECTIVE 2:
When you cross the bridge at the end, Harrison gets injured. Press ⊗ as you approach him and give him a helping hand.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:
Complete both Bonus Objectives.
Take less than 50 hits.
Get 75%+ accuracy.

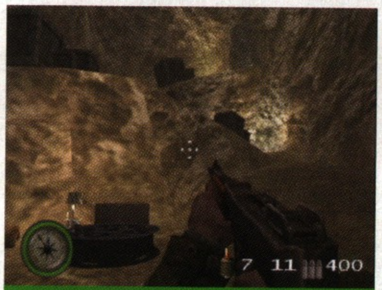
■ SKIN LOCATION:
The skin is in the largest hut in the POW area.



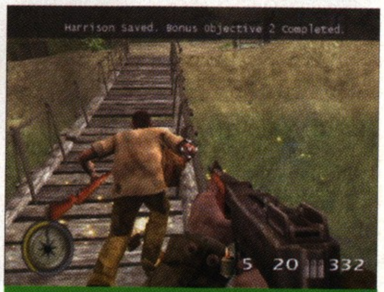
Hack and slash: Press ◎ to crouch and then crawl under the hut to grab the Machete.


Pack Howitzer Secured. Bonus Objective 1 Completed.

Packing heat: Gun down all the soldiers to stop that Howitzer causing more trouble.



In the can: There is a Film Canister in the cavern after you destroy the second gun.


Harrison Saved. Bonus Objective 2 Completed.

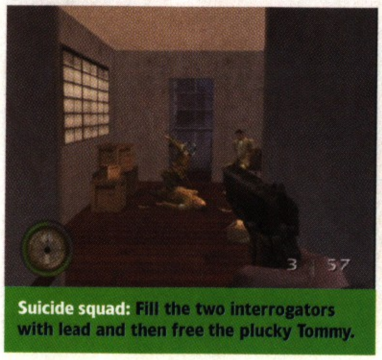
Helping hand: It seems that all Harrison needed was a push in the back.

SINGAPORE SLING

THERE'S NO TIME TO SIT BACK AND SLURP ON A COCKTAIL – THERE ARE SECRETS TO BE UNEARTHED.

■ BONUS OBJECTIVE 1:
Free the three POWs being interrogated. After going through the noodle bar follow the road straight on. At the end turn left and go through the door. Go up the stairs and across to the next building. The first POW is in a room to your left. To free him kill the officers holding him captive. The second POW is on the rooftops just after you pass the glass house. The third one is in the building after you go down the stairs from the rooftop.

■ FILM CANISTER 1:
After exiting the building where you found the first POW, head right and go into the small room filled with fruit. Go down the stairs and follow the passage all the way around until you exit into a storage room. Kill all the Japanese in here and then go right up the ramp to find the Film Canister.



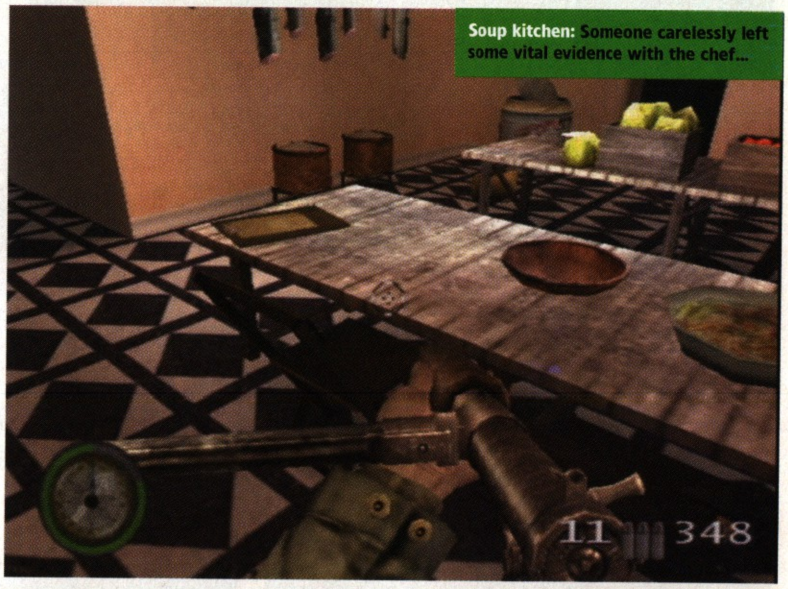
Suicide squad: Fill the two interrogators with lead and then free the plucky Tommy.

■ FILM CANISTER 2:
After you meet Bromley kill all the Japanese in the first area you come to (we recommend staying on the higher level here and sniping with the Welrod). When the coast is clear, go down the stairs and the Film Canister is on a table just to your left.

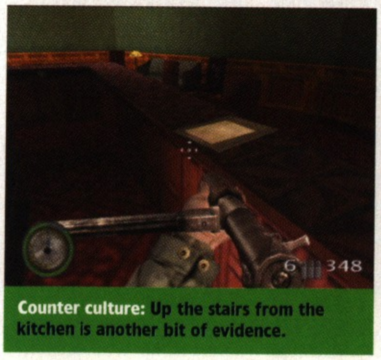
■ BONUS OBJECTIVE 2:
The first piece of additional evidence is on a table in the kitchen – make sure to deal with the chef and soldiers before looking for it. The second piece of evidence is on the counter in the room up the stairs from the kitchen. The final piece is on a chair in the room you pass through to get to the balcony where you rendezvous with Tanaka.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:
Complete both Bonus Objectives.
Take less than 70 hits.
Get 75%+ accuracy.

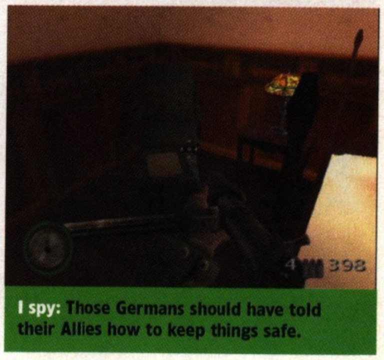
■ SKIN LOCATION:
It's in the room by the kitchen where you can also save your game.



Soup kitchen: Someone carelessly left some vital evidence with the chef...



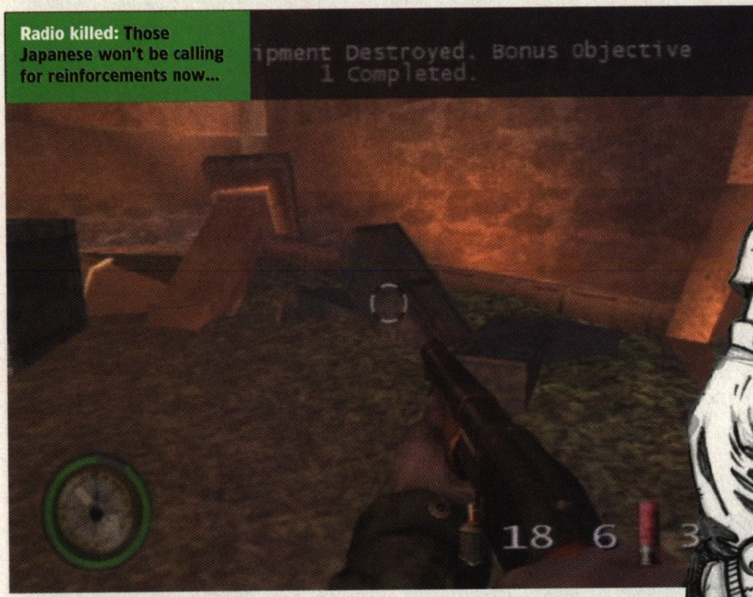
Counter culture: Up the stairs from the kitchen is another bit of evidence.



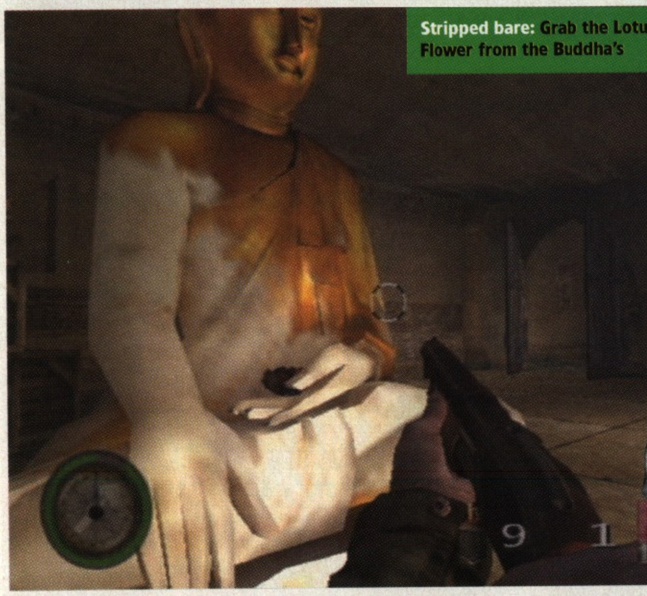
I spy: Those Germans should have told their Allies how to keep things safe.

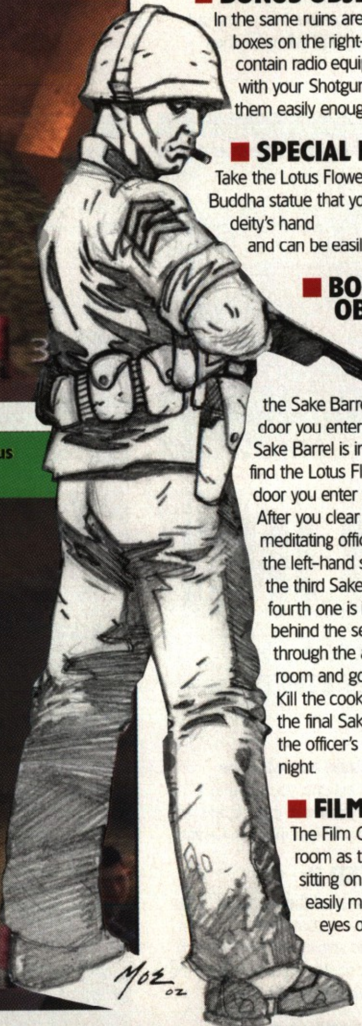
SEARCHING FOR YAMASHITA'S GOLD

WHILST SEARCHING FOR GOLD YOU'LL ALSO COME ACROSS SOME GEMS...


ipment Destroyed. Bonus Objective 1 Completed.

Radio killed: Those Japanese won't be calling for reinforcements now...


Stripped bare: Grab the Lotus Flower from the Buddha's



■ FILM CANISTER 1:

After you clear out the four machine gun emplacements in the jungle and make it up the hill to the ruins have a look on the left-hand side of the ruin. The Film Canister is on top of a box.

■ BONUS OBJECTIVE 1:

In the same ruins are some rectangular boxes on the right-hand side which contain radio equipment. Blast them with your Shotgun and you'll destroy them easily enough.

■ SPECIAL ITEM:

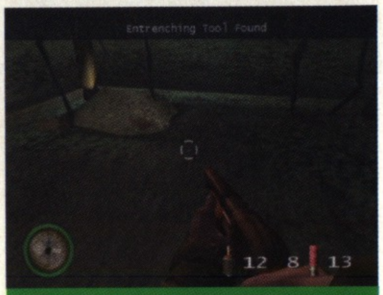
Take the Lotus Flower from the second Buddha statue that you encounter. It's in the deity's hand and can be easily missed.

■ BONUS OBJECTIVE 2:

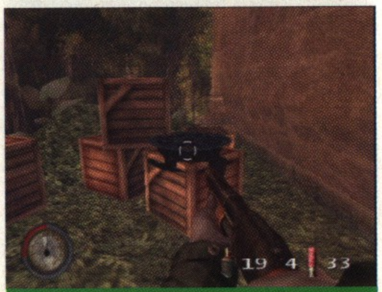
In the room with the first Buddha statue, shoot the Sake Barrel to the right of the door you enter through. The next Sake Barrel is in the room where you find the Lotus Flower, to the left of the door you enter through, behind a tree. After you clear out the courtyard of meditating officers take the door on the left-hand side of the corridor – the third Sake Barrel is in here. The fourth one is in the dining room behind the serving tables. Head through the arch out of the dining room and go right into the kitchen. Kill the cooks in here and destroy the final Sake Barrel to scupper the officer's chances of a drunken night.

■ FILM CANISTER 2:

The Film Canister is in the same room as the third Sake Barrel sitting on a barrel. Again, it's easily missed so keep your eyes open.


Entrenching Tool Found

Dig your own hole: Now you can find bonus codes buried in the ground. Woohoo!



Boxed copy: Look to the left-hand side of the ruins for this sneakily hidden reel.

■ SPECIAL ITEM:

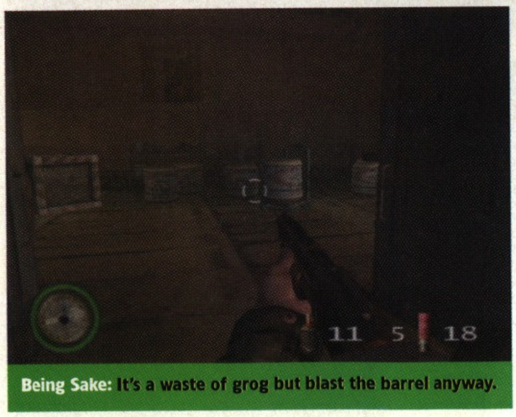
After rescuing the Pilot, exit the cells and then carry on right down the corridor. Go down the slope and walk up to the plinth in front of the prone Buddha. Press ⊗ to place the Lotus Flower and open a secret door. Go down the passage that is revealed to get the Entrenching Tool.

■ CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

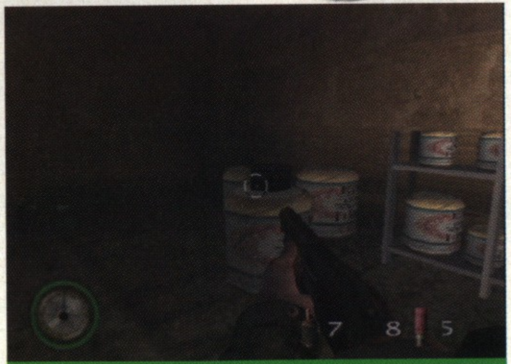
Complete both Bonus Objectives.
Take less than 80 hits.
Get 85%+ accuracy.

■ SKIN LOCATION:

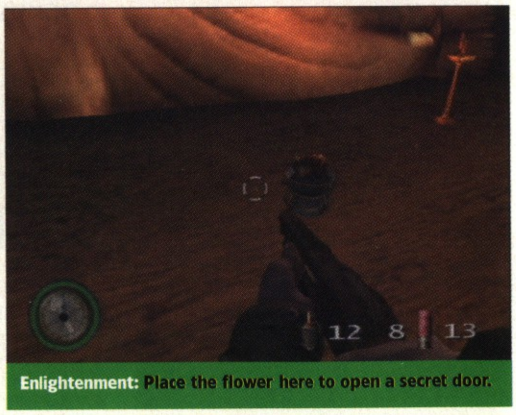
In the detention centre there is a door on the right-hand side of the corridor that you need to use the Skeleton Key to unlock. The skin is inside.



Being Sake: It's a waste of grog but blast the barrel anyway.



Asian cinema: There's another movie here on the barrel.



Enlightenment: Place the flower here to open a secret door.

A BRIDGE ON THE RIVER KWAI

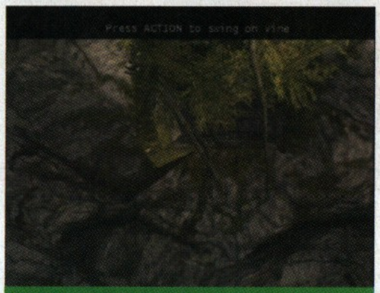
IT'S A BIT LIKE THE FILM EXCEPT THAT THIS ISN'T A COMPLETE AND UTTER WASTE OF TIME...

FILM CANISTER 1:

From your starting position turn around and use the Machete to cut through the undergrowth. Follow the path around and shoot the two Japanese who are startled by your appearance. Now move down the small stream and shoot the soldier in the foxhole on the right and the one up ahead. Shoot the enemy in the foxhole at the bottom and then walk up to the edge of the cliff by the tree where some vines are hanging down. Press ⊗ to swing over the gorge Tarzan-style and into a tunnel in the opposite cliff face. Move into the cave and shoot the three Japanese and collect the Film Canister. For some strange reason, there is also a donut in here that, when eaten, replenishes your health.

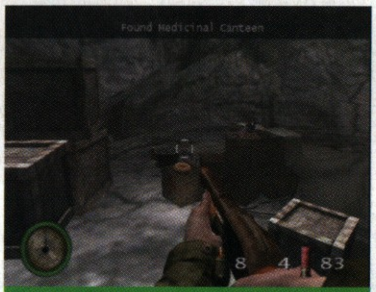
BONUS OBJECTIVE 1:

Kill ten soldiers at the barricade. Use your Sniper Rifle to pick off the soldiers who run to man the machine guns and those who try and take cover before firing at you.



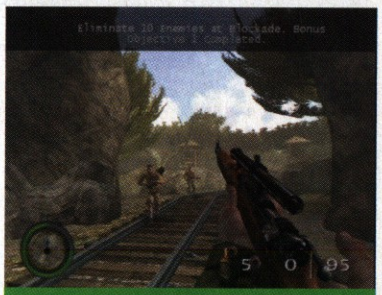
Press ACTION to swing on vine

Going ape: Swing into the cave entrance to take some Japanese completely by surprise.



Found Medicinal Canteen

Dunkin donut: Forget your sweet tooth – there's a Film Canister over there.



Eliminate 10 Enemies at Blockade. Bonus Objective 1 Completed.

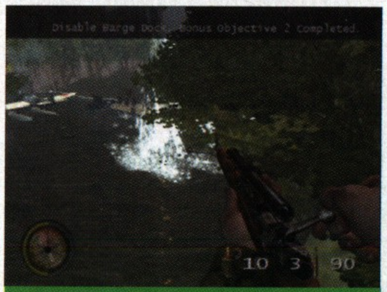
Lock and load: Use your Sniper Rifle to pick off the cannon fodder at the blockade.

BONUS OBJECTIVE 2:

When you cross the bridge look right and shoot the barrels on the two barges to disable the barge dock.

FILM CANISTER 2:

Right at the end of the level when you follow Bromley to where you jump off the bridge, look to the left as you run across the top of the carriages – the Film Canister is here.



Disable Barge Dock. Bonus Objective 2 Completed.

Supply route: Blast the explosive barrels to leave the Japanese hungry and thirsty...

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

Complete both Bonus Objectives.
Take less than 60 hits.
Get 85%+ accuracy.

SKIN LOCATION:

After meeting up with the Chindits go into the second cave you pass on your right-hand side. Kill all the Japanese in here before grabbing the skin.

SUPERCARRIER SABOTAGE

THIS IS THE GAME'S (ANTI-)CLIMAX. WE'VE BEATEN IT SO YOU CAN TOO...

FILM CANISTER 1:

After clearing the dining room head back into the corridor and around the corner. The Film Canister is on the floor in the first room on the left where you will find the pilots being briefed.

BONUS OBJECTIVE 1:

Up the stairs from the planning room is a radio room on the right-hand side. Walk up to the radio and press ⊗ to sent a false signal.

BONUS OBJECTIVE 2:

The first set of Imperial Orders is in the control room where you open the hangar doors. The second set is in the planning room by the first Save Point after you enter the hangars. The final set is on a table in the lower bridge just down the corridor from the radio room.

FILM CANISTER 2:

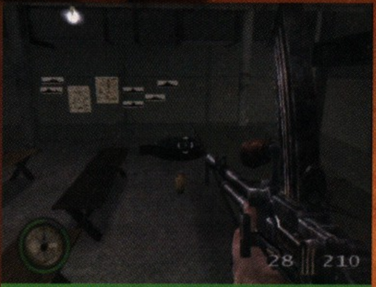
The Film Canister is on the floor behind the table where the final set of Imperial Orders are located.

CONDITIONS TO UNLOCK MEDAL AND SKELETON KEY:

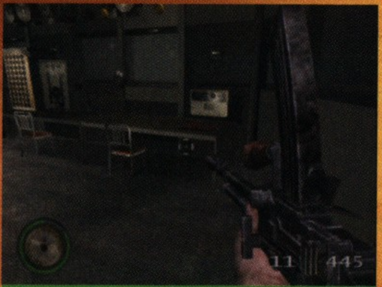
Complete both Bonus Objectives.
Take less than 150 hits.
Get 55%+ accuracy.

SKIN LOCATION:

The final skin is in the planning room where you also find a set of Imperial Orders.



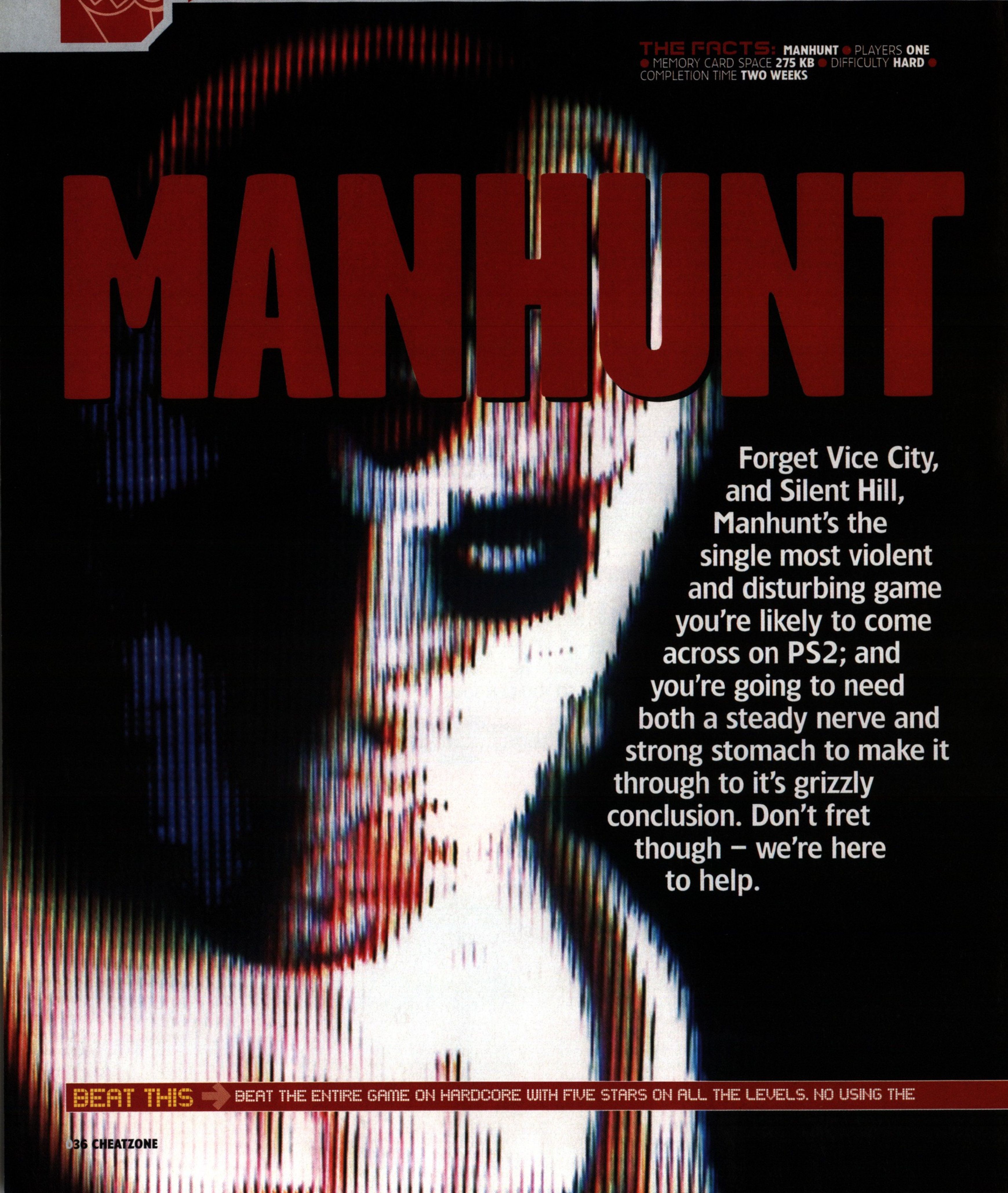
Debrief: After you've given the pilots a final briefing on combat grab the reel.



Hanging around: After you've opened the hangar doors, make sure to get the Orders.

THE FACTS: **MANHUNT** ● PLAYERS **ONE** ● MEMORY CARD SPACE **275 KB** ● DIFFICULTY **HARD** ● COMPLETION TIME **TWO WEEKS**

MANHUNT



Forget Vice City, and Silent Hill, Manhunt's the single most violent and disturbing game you're likely to come across on PS2; and you're going to need both a steady nerve and strong stomach to make it through to it's grizzly conclusion. Don't fret though – we're here to help.

BEAT THIS → BEAT THE ENTIRE GAME ON HARDCORE WITH FIVE STARS ON ALL THE LEVELS. NO USING THE

VIOLENCE IS EASY

MANHUNT'S ALL ABOUT PRODUCING THE MOST EXTREME LEVELS OF VIOLENCE POSSIBLE. NOW LET'S GET GRUESOME, PEOPLE!

Hold It: Going for the violent kill's the soft lad's way out – hang on for gruesome!

1. SOFTLY, SOFTLY
When an enemy's back's turned, walk slowly up behind him. When Cash raises his arm, you're in position.

2. JUST A QUICKIE
Once you're in position, press and hold ⊗. The target reticule will be white at first. If you need to be quick let go now for a hasty kill. Whatever happens, you must release the button before he turns around...

3. YELLOW BELLIED
Keep ⊗ depressed, and the reticule will turn yellow after a while. Let go now for a level 2, or 'violent' kill. It's nasty, but Starkweather thinks you can do better...

4. RED AND DEAD
Hold on even longer though, and the reticule turns red. Let go now for the ultimate, level 3 'gruesome' execution. And sweet Jesus, we mean gruesome. Urgh.

NIGHT OF THE HUNTER

SICK BAGS AT THE READY – HERE'S A LOOK AT WHAT YOU CAN DO WITH SOME OF MANHUNT'S WEAPONRY...

1. IN THE BAG
The first weapon you'll find is this innocuous-looking plastic bag. It's one use only, but you'd be surprised what can be achieved with a little ingenuity...

2. WIRE YOU DOING THIS
A real nasty one this. Wait for the third level kill, and you're treated to a particularly unpleasant garrotting, resulting in decapitation for your unfortunate victim. You can even pick up his head and stick it on your belt to use as a lure later. Charming...

3. BAT TO BASICS
There's two bats in the game; the smaller Blackjack, and the more familiar baseball version. Level 3 with this fella is a skull-splattering whack around the melon that leaves chunks plastering the walls. Erk.

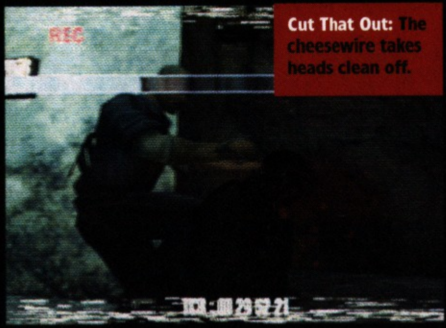
4. YOU'RE BARRED
The crowbar not only comes in useful for opening locked doors, it's also a stealth weapon with enough gore power to make even the most hardened gamer's stomach churn. The hideous cracking and squelching sound it makes as it's driven down through the tops of peoples' heads is something you'll not forget in a hurry.

Don't Lose Your Head Oops, you already have. Soz.

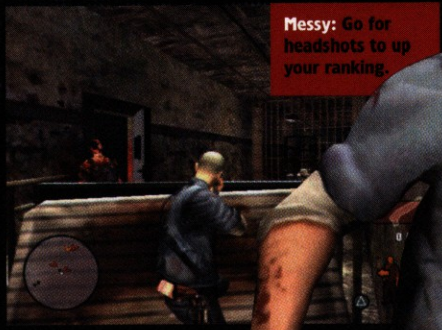
REC
TCR : 00 30 25 15

5. SHOTGUN SPREADING
When you're forced to resort to using the Shotgun, it's another weapon that'll be decorating the scenery red.

6. CHAIN REACTION
You don't get it until the last level, but the chainsaw's deadly once unleashed. The noise it makes attracts attention, so you can switch it off with ⊡, then nip up behind Hunters and lop off their heads before they even know you're there. And just wait until you see what happens when you finally get the chance to use it on Starkweather...



Cut That Out: The cheesewire takes heads clean off.



Messy: Go for headshots to up your ranking.

CHEATS WHICH YOU'LL OPEN UP ALONG THE WAY. ■

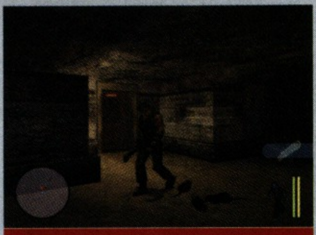
HOT SHOTS

White hot blasts of wisdom for mastery of the game...

GENERAL TIPS

Essential nuggets of knowledge to help you stay one step ahead of the Reaper.

1. A SHADOWY FIGURE
The darkness is your friend. Remember that, it's the single most important piece of advice we can give you. When you're hidden in shadow, the Hunters can't see you, and are therefore disadvantaged. The only exceptions to this are when you're either spotted entering a darkened area, or when they accidentally walk into you. On entering every level, look around to locate hiding places, and use them to lure Hunters closer. Flatten yourself up against walls where possible to minimise the risk of being discovered by a Hunter.



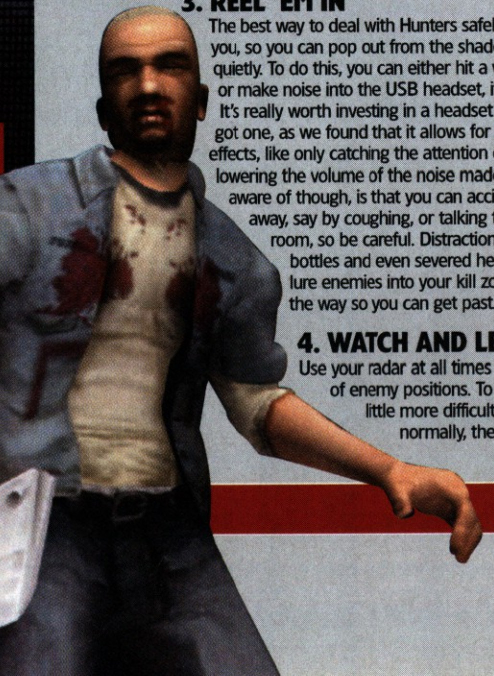
Over Here Dur Brain: Stay in the shadows where you can't be seen.

2. BEING STEALTHY KEEPS YOU HEALTHY
If at all possible, use a stealthy approach. Not only are you more likely to stay alive, you'll also earn a better rating at the end of the level – something which is essential to unlocking the game's bonuses. Making too much noise, or carelessly wandering into view will give away your position, so be aware at all times where the Hunters are in relation to you, and keep it quiet! Be especially aware of what's covering the floor, as certain surfaces; such as gravel, will make enough noise to give you away. If your radar's going red, you're audible.

Creeping Death: Softly, softly, catchee Monkey, as they say...

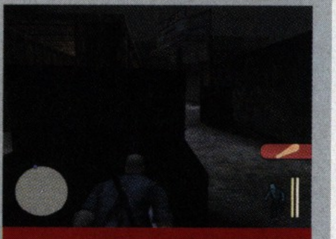
3. REEL 'EM IN
The best way to deal with Hunters safely is to lure them toward you, so you can pop out from the shadows and bump them off quietly. To do this, you can either hit a weapon against a wall, or make noise into the USB headset, if you've one plugged in. It's really worth investing in a headset if you haven't already got one, as we found that it allows for much more subtle effects, like only catching the attention of the closest enemy by lowering the volume of the noise made. One thing to be aware of though, is that you can accidentally give yourself away, say by coughing, or talking to other people in the room, so be careful. Distractions such a bricks, cans, bottles and even severed heads can also be used to lure enemies into your kill zone or get them out of the way so you can get past.

4. WATCH AND LEARN
Use your radar at all times to stay abreast of enemy positions. To make things a little more difficult, while patrolling normally, they only appear on ➔



GENERAL TIPS CONTINUED

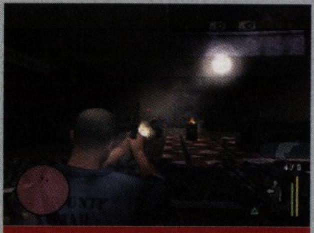
the radar when they are making a noise, or walking towards you. Enemies that are unalerted to your presence are represented by yellow arrows; while those suspicious are coloured orangey-red. When in this state, they are much more alert, and their behaviour pattern unpredictable; but they're not aware of your exact location. When their arrows turn a deep red, they know exactly where you are and you're in trouble! On the game's Hardcore setting, you don't have a radar at all, so you'll have to rely on your senses to stay alive.



Shadow Warrior: Lurking in the dark's the only way to stay alive.

5. PEEK-A-BOO

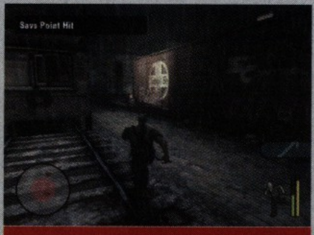
Flatten yourself up against walls with ⓐ, and then walk up to the end and hold the L-Stick to peek around corners without being seen. Pressing left or right on the D-Pad also enables you to lean around corners when not flattened against walls; something that's particularly important when playing the game on Hardcore difficulty.



Shoot It Up When you've no other option, it's time to get the guns out.

6. GUNNING FOR GLORY

There's a number of ranged weapons to be found as you progress in the game, however, it's impossible to get stealth kills with them, as the noise they make will give away your position. This affects your star rating for the level, so only use ranged weapons when absolutely necessary. There are certain sections of the game where you've no choice but to use guns, due to the sheer number and mob mentality of the Hunters, but in these cases your star rating won't be affected providing you use head shots. To do this, target the enemy with L1, and, when they're close in, pull down on the R-Stick to target their head, before shooting and taking them out in a single shot.



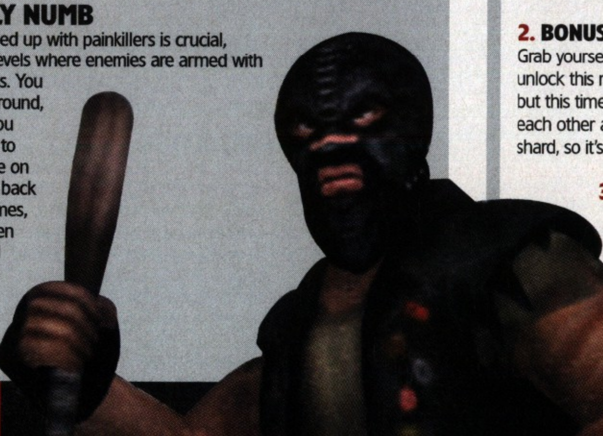
Run Away!: Sometimes the best policy is simply to leg it, quick.

7. THE RUNNING MAN

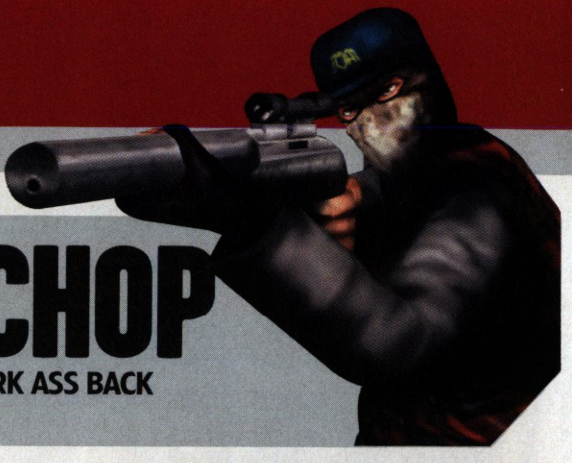
When confronted by multiple enemies, sometimes you've little choice but to leg it. In these situations, running away will keep you alive long enough to catch your breath and plan your next move. Hold L1 to run, but be aware of the fatigue bar in the bottom right of the screen, next to your health, as once depleted, you'll slow to a crawl and be easy meat for the Hunters.

8. COMFORTABLY NUMB

Keeping your health topped up with painkillers is crucial, particularly on the later levels where enemies are armed with machine guns or shotguns. You can't actually carry any around, merely use them when you need to, so it's important to remember where they are on each level so you can nip back for a top up. At certain times, there are big gaps between save points, and it's a real pain to have to go all the way back because you forgot where the health's located.



Piller Thriller: These will keep you alive – remember that.



PORK CHOP

WHIPPING PIGGSY'S PORK ASS BACK TO HELL...

He's armed with a chainsaw, you've got a piece of glass. It's time to use your cunning to outwit this nasty piece of work.

ARM YOURSELF

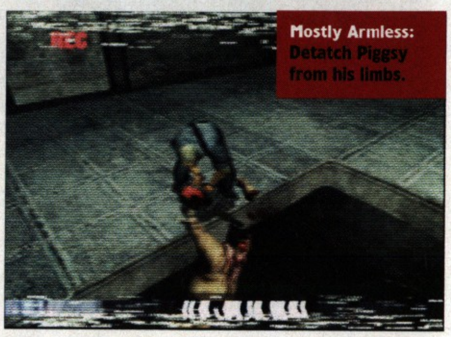
You're unarmed at the start of the level, so you'll need to grab the glass shard you can see at the end of the corridor ahead. Be very careful, as Piggsy's skulking around nearby. Get ready to run if he sees you, as his chainsaw will make mincemeat out of you very quickly.

GLASS HIM

Now find a dark corner, and lure him in by hitting the wall or whistling into the headset. When the moment's right, sneak out and perform a stealth kill move on him. The reticule will be instantly red, so just plunge it into his back. This won't finish him off, but will take down some of his health bar, and make him run off momentarily after swatting you away.

THIRD TIME LUCKY

Now you need to find the other glass shards lying around the area, and repeat this process a further two times. If he sees you at any point, run away and hide until he loses you. After you've glassed him the third time, he'll run off and use his chainsaw to open the door to the attic. Top up on any health you need (there's some in the bathroom), and quietly follow him up there.



Mostly Armless: Detatch Piggsy from his limbs.

DEATH PLUNGE

Catch his attention, and get him to chase you out the other side of the attic and up the stairs. When you reach the top, position yourself on the other side of the metal grid covering the hole in the floor, and he'll run onto it. It loosens, but doesn't fall, and he runs back off to the attic scared. Now all you've got to do is do the same thing again, and the porkie bloater will fall to his death.

MORE SLASH FOR YOUR CASH

TAKE A PEEK AT MANHUNT'S BONUSES, AND DISCOVER WHAT YOU HAVE TO DO TO GET 'EM:

1. BONUS LEVEL: HARD AS NAILS

To open up this mini game, you'll need to get at least three stars on scenes 1-5. It's basically a survival fight where you just need to kill as many Hunters as possible before you're killed. You've a nailgun and a baseball bat to help you.

2. BONUS LEVEL 2: BRAWL GAME

Grab yourself at least three stars on scenes 6-10 to unlock this next mini game. Another survival one this, but this time the Hunters will attack not just you, but each other as well. You're armed only with a glass shard, so it's a tricky proposition.

3. BONUS LEVEL 3: MONKEY SEE, MONKEY DIE

It's feeding time at the Zoo and the monkeys have gone bananas, and developed a taste for human flesh. It's just you and your boomstick between them and your brains. To unlock this one, you'll need at least three stars on scenes 11-15.

4. BONUS LEVEL 4: TIME 2 DIE

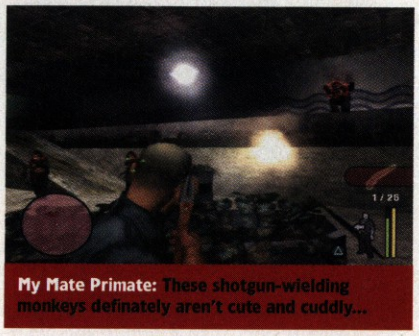
Get at least three stars on scenes 16-20 to open up this final bonus level. You've got ten minutes to clear all the Hunters out of the area. Some will hide in the shadows and jump out on you here, so be very careful.

5. GET THREE STARS ON A LEVEL

And you'll unlock a piece of concept art in the 'Bonus Features' section of the main menu. These include some early sketches of the gangs from the game, plus some that didn't make the final cut for one reason or another. Look out for the one on Starkweather for some interesting background information.

6. BEAT THE GAME ON HARDCORE

And you'll unlock cheat codes including invisibility, all weapons, and super punch. We've printed the codes in this month's Pulse (page 06), but you've got to beat the game on Hardcore to be able to use them; if you try before you've done this, they won't work. To get the cheat codes, you need to get the full five stars on each level (three for style, one for time, and the other for playing on Hardcore), and for every two you beat, you'll unlock a new code.



My Mate Primate: These shotgun-wielding monkeys definately aren't cute and cuddly...

Fun for all the Family.

MAFIA

PlayStation 2
MAFIA

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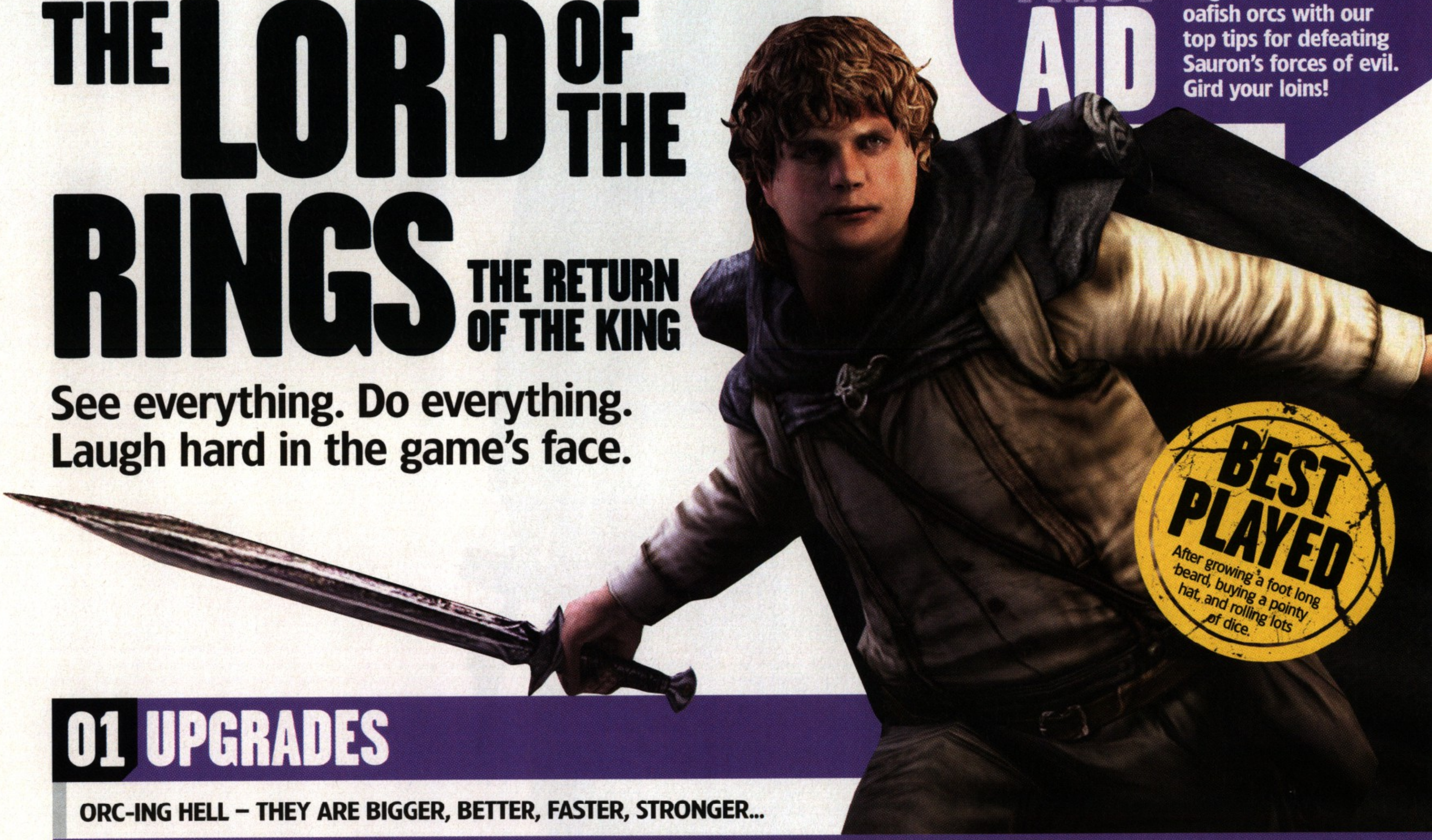
THE FACTS: **THE LORD OF THE RINGS: THE RETURN OF THE KING**
● PLAYERS **1-2** ● MEMORY CARD SPACE **78KB** ● DIFFICULTY **PAD-SNAPPING**
● COMPLETION TIME **15 HOURS**

THE LORD OF THE RINGS
THE RETURN OF THE KING

See everything. Do everything. Laugh hard in the game's face.

FIRST AID You'll be running rings around those oafish orcs with our top tips for defeating Sauron's forces of evil. Gird your loins!



BEST PLAYED After growing a foot long beard, buying a pointy hat, and rolling lots of dice.

01 UPGRADES

ORC-ING HELL – THEY ARE BIGGER, BETTER, FASTER, STRONGER...

GANDALF

Level 2

Orc Bane: ⊡, R2 – Parry, then instantly kill an attacking orc.
Fog of War: w – This attack invokes an expanding fog cloud that knocks enemies from their feet.
Strength of Stone: Permanently increases your health.
Orc Hewer: ⊗, ⊗, △ – An effective combo for taking out unshielded foes.
Final Judgment: ⊗, ◎, R2 – Wound, knock down, then finish off enemies.

Level 3

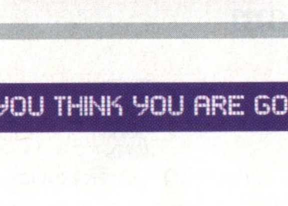
Wizard's Power: L1 + R1 + L2 + R2 – The magic shield causes increased damage and persists longer.
Rising Revenge: ⊗ – Attack as you regain your feet, taking enemies by surprise.
Light of the Pilgrim: L1 + ⊗ – This lightning bolt projectile causes increased damage.

Level 4

Wrath of Anor: △ – A more devastating attack that creates a ring of lightning. (Requires Fog of War)
Balrog's Gambit: ⊗, ◎, △ – Wound, knock down, and strike your enemy with this combination attack.

Level 5

Warrior Bane: ⊡, R2 – Parry, then instantly kill a man-sized enemy.
Strength of Iron: Permanently increases your health. (Requires Strength of Stone)
Light of the Forges: L1 + ⊗ – This magical projectile lights enemies on fire. (Requires Light of the Pilgrim)
Dark Deliverance: △, ⊗, ⊗, △ – Dispatches shielded enemies.



On strike: It's a nice four hit combo, but not so useful against enemies with shields.

Level 6

Flame of Udun: △ – A most devastating attack that creates a ring of flame that sets foes on fire. (Requires Wrath of Anor)
Shield Cleaver: △, △, ◎, △ – Use on powerful foes to smash a shield, knock down, and then strike.

Level 7

Bane of Sauron: ⊡, R2 – Parry, then instantly kill an attacking uruk.
Power of the Palantir: L1 + R1 + L2 + R2 – The magic shield deflects enemies further and persists longer. (Requires Wizard's Power)

Level 8

Lightning Strike: ⊗, △, ⊗, ⊗ – A series of quick and powerful strikes that will take down one or more unshielded enemies.
Killing Zone: Increases the amount of time during combat that you remain in Perfect Mode.
Strength of the Fellowship: Permanently increases your health. (Requires Strength of Iron)

Level 9

Helm's Hammer: △, △, △ – A deadly combination to shatter enemy shields and strike again.

Level 10

Swift Justice: ⊗, ⊗, ⊗, ⊗ – A fast combination deadly against unshielded enemies.
Enchantment of the Havens: L1 + R1 + L2 + R2 – The magic shield knocks enemies to the ground and persists longer. (Requires Power of the Palantir)
Power of the Istari: Increases the damage of your Ranged and Devastating Attacks.
Light of the Valar: L1 + ⊗ – This projectile of pure light passes through multiple foes, setting them aflame. (Requires Light of the Forges)

ARAGORN

Level 2

Orc Bane: ⊡, R2 – Parry, then instantly kill an attacking orc.
Ranger Fury: △ – A devastating attack that causes lightning damage.
Orc Hewer: ⊗, ⊗, △ – An effective combo for taking out unshielded foes.
Final Judgement: ⊗, ◎, R2 – Wound, knock down, then finish off powerful enemies with this combo.

Level 3

Dunedain Arrows: L1 + ⊗ – These blessed Elven arrows cause additional damage.
Gondorian Sword Master: L1 + R1 + L2 + R2 – Increase damage and get to Perfect Mode more quickly with this Special Ability.
Strength of Stone: Permanently increase your health.
Rising Revenge: ⊗ – Attack as you regain your feet, taking enemies by surprise.

Level 4

Wilderness Rage: △ – A more devastating attack that sets enemies on fire. (Requires Ranger Fury)
Balrog's Gambit: ⊗, ◎, △ – Wound, knock down, and strike your enemy with this combination attack.

Level 5

Warrior Bane: ⊡, R2 – Parry, then instantly kill a man-sized enemy.
Strength of Iron: Permanently increase your health. (Requires Strength of Stone)
Dark Deliverance: △, ⊗, ⊗, △ –

BEAT THIS SO YOU THINK YOU ARE GOOD ENOUGH TO BE CALLED A MASTER OF THE LORD OF THE RINGS DO

Quick! We have to get through this as fast as we can!
30
2027/3000

1 THE BEST DEFENCE...

... Is often attack. Slashing wildly with ⊗ may get you into trouble, especially if archers are lurking, but if you get attacked there's a good chance your blade will parry them.

4/6
900
600
20
93475/115000

2 ON THE OTHER HAND

For the love of pete, don't forget to block. You'll often be stuck in a crowd of enemies, and the only way to survive is to keep hitting ⊡ until a chance to escape presents itself.

perfect mode!
30
37550/40000

3 NOBODY'S PERFECT

Getting that coveted 'perfect' status is relatively rare, and requires a pretty constant stream of easy prey, or an event which suddenly kills a whole gang of orcs. You will be even more deadly than usual during it, so take advantage.

Balrog's gambit
23
49550/55000

4 MIX IT UP

Although it's tempting to hammer one attack button permanently, and in fact you will enjoy moderate success doing this, it won't work in the long run. Mix up fast and fierce attacks, with the occassional shove.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

CHEAT TO WIN!

The secret codes are only available for the best...

Just like the last game, once you finish *ROTK*, you unlock some special cheat codes. You have to finish the game before they work.

Restore Health – ⊡, ⊡, ◎, ◎
Perfect Mode – ◎, ↓, △, ⊗
Always Devastating – △, ↑, △, ↓
All Upgrades – ↑, ↓, △, ⊡
Infinite Missiles – ⊡, ⊡, ↓, ◎
Invulnerable – ⊡, ◎, ⊡, ↑
Targeting Indicator Mode – ↓, ◎, ↑, ⊡

On a troll: Fear no evil with the invulnerability cheat. Raaaah!

Effective for rapidly dispatching shielded enemies.

Level 6

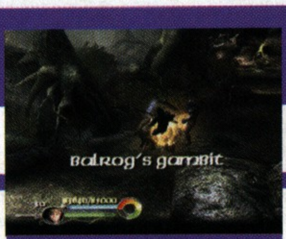
Wrath of Numenor: △ – A most devastating attack that emits a ring of fireballs. (Requires Wilderness Rage)
Rivendell Arrows: L1 + ⊗ – These arrows emit a lightning arc on impact.
Strength of the Fellowship: Permanently increase your health. (Requires Strength of Iron)
Shield Cleaver: △, △, ◎, △ – Use to smash a shield, knock him to the ground, and then strike.

Level 7

Bane of Sauron: ⊡, R2 – Parry, then instantly kill an attacking uruk.
Kingmaker: L1 + R1 + L2 + R2 – Increase damage and reach Perfect Mode even faster. (Requires Gondorian Sword Master)

Level 8

Mithril Arrows: L1 + ⊗ – These magical arrows set your enemies on fire. (Requires Rivendell Arrows)
Lightning Strike: ⊗, △, ⊗, ⊗ – A series of quick and powerful strikes that will take down one or more unshielded enemies.



I get knocked down: And they don't get up from this, trust us. Instant kill, this one.

Killing Zone: Increase the amount of time during combat you remain in Perfect Mode.

Level 9

Helm's Hammer: △, △, △ – A deadly combination to shatter enemy shields and strike again.

Level 10

Swift Justice: ⊗, ⊗, ⊗, ⊗ – A fast combination deadly against unshielded enemies.
Strength of the Evenstar: Permanently increase your health. (Requires Strength of the Fellowship)
Sword Mastery of Kings: Increase the damage of your Speed Attack.

SAM

Level 2

Orc Bane: ⊡, R2 – Parry, then instantly kill an attacking orc.
Orc Hewer: ⊗, ⊗, ◎ – An effective combo for taking out unshielded foes.
Final Judgment: ⊗, ◎, R2 – Wound, knock down, then finish off powerful enemies with this combo.

Level 3

Poison Blade: △ – A devastating attack that causes continuing damage.
Cloak of Haldir: L1 + R1 + L2 + R2 – Increases the time that a hobbit is hidden by his Elven Cloak
Rising Revenge: ⊗ – Attack as you regain your feet, taking enemies by surprise.
Strength of Stone: Permanently increase your health.

Level 4

Balrog's Gambit: ⊗, ◎, △ – Wound, knock down, and strike your enemy with this combination attack.
Warrior Bane: ⊡, R2 – Parry, then instantly kill a man-sized enemy.

Level 5

Cloud of Shadow: △ – Generate a poison cloud that causes continuing damage. (Requires poison blade)
Poison Daggers: L1 + ⊗ – Each dagger that hits a foe causes continuing damage.
Strength of Iron: Permanently increase your health.
Dark Deliverance: △, ⊗, ⊗, △ – Effective for rapidly dispatching shielded enemies.

Level 6

Cloak of Celeborn: L1 + R1 + L2 + R2 – Increases the time that a hobbit is hidden by using his Elven Cloal. (Requires Cloak of Haldir)
Shield Cleaver: △, △, ◎, △ – Use on powerful foes to smash a shield, knock him to the ground, then strike.
Bane of Sauron: ⊡, R2 – Parry, then instantly kill an attacking uruk.

Level 7

Strength of the Fellowship: Permanently increase your health. (Requires Strength of Iron)
Morgul Daggers: L1, ⊗ – The hobbits' most damaging ranged attack. (Requires Poison Dagggers)

Level 8

Lightning Strike: ⊗, △, ⊗, ⊗ – A series of quick and powerful strikes that will take down one or more unshielded enemies.
Killing Zone: Increases the amount of time during combat that you remain in Perfect Mode.
Halfling Strength: Permenently increases your health. (Requires Strength of the Fellowship)

Level 9

Cloud of Rage: △ – A most devastating poison cloud that causes continuing damage. (Requires Cloud of Shadow)
Helm's Hammer: △, △, △ – A deadly combination to shatter enemy shields and strike again.

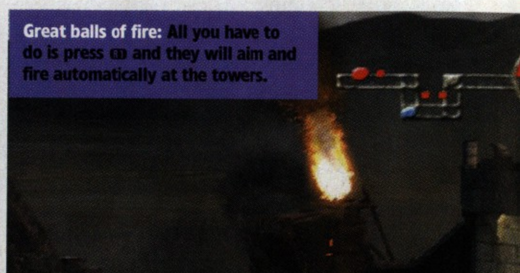
Level 10

Swift Justice: ⊗, ⊗, ⊗, ⊗ – A fast combination deadly against unshielded enemies.
Cloak of Galadriel: L1 + R1 + L2 + R2 – Increases the time that a hobbit is hidden by using his Elven Cloak. (Requires Cloak of Celeborn)
Strength of the Gaffer: Increases the damage of all sword attacks when attacking an enemy from behind.
Baggins Strength: Permanently increase your health. (Requires Halfling Strength)

YOU? GET A PERFECT RATING FOR EVERY SINGLE LEVEL AND WE MIGHT BELIEVE YOU. ■

Hasten with me! Lend me your Swords!

26
42700/55000



Great balls of fire: All you have to do is press R1 and they will aim and fire automatically at the towers.

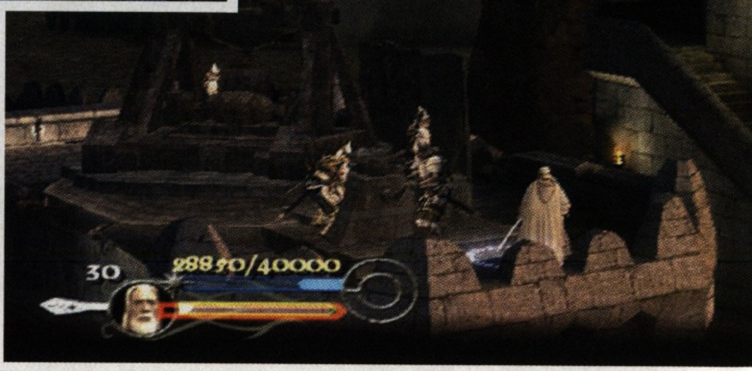
Man down! Or rather, up. He probably had kids, and everything.

14
38650/40000

Level Up!
New abilities unlocked

30
41750/55000

Woo hoo!: Don't bask in the glory for too long, because that big red dot signifies a siege tower pumping orcs onto the wall.



THE WALKTHROUGH

Insanely tough, but mercifully short, here starts the number one guide...

There are three paths through the game, and more than one must be completed to unlock the final two missions, The Black Gate and The Crack Of Doom. This guide will tell you what you can expect from every gruelling level, for all three paths and for the dramatic conclusion. We went from left to right, completing the paths of the Wizard, King (using Aragorn), and Hobbits in that order, so the guide is written with that in mind, but you can jump from path to path if you get stuck.

THE PATH OF THE WIZARD

HELM'S DEEP

This is your basic tutorial level, and we wouldn't dare presume to tell you how to do it. You can't even die, for heaven's sake.

Unlocks:
Film Concept Art
Hobbits On Gaming

THE ROAD TO ISENGARD

Run through the early paths, getting used to blocking and countering, and making plentiful use of those spells. There will be snipers placed in elevated positions, and any time during this level you see anything that looks remotely like a wagon, immediately shoot it (hold L1 and wait until it glows green), because it will explode, making your life easier.

The first main challenge is the grove with the Ents – you have to kill 75 orcs and goblins, to protect the tree folk. This isn't as bad as it sounds – the Ents kill more than their fair share, and even if you die the checkpoint will bring you right back here. Run into the new path, watching out for quick-firing archers, until another explosive wagon marks the beginning of a dangerous section. Shoot the carts on the other side of the river to topple the watchtowers, and kill all the orcs on this side too. Beyond the bridge on the left is a spell refuel, and just down the hill to the right is your last task.

You have to help the Ent destroy the watermill. You will be distracted by an infinite swarm of enemies, but your priority is to make sure the Ent doesn't catch fire. Archers will appear on the ledge behind him, so shoot those with spells when you get the chance. You'll find plenty more 'ammo.' You can also shoot the beams to give him a hand, but your damage will be negligible.

Unlocks:
Christopher Lee interview

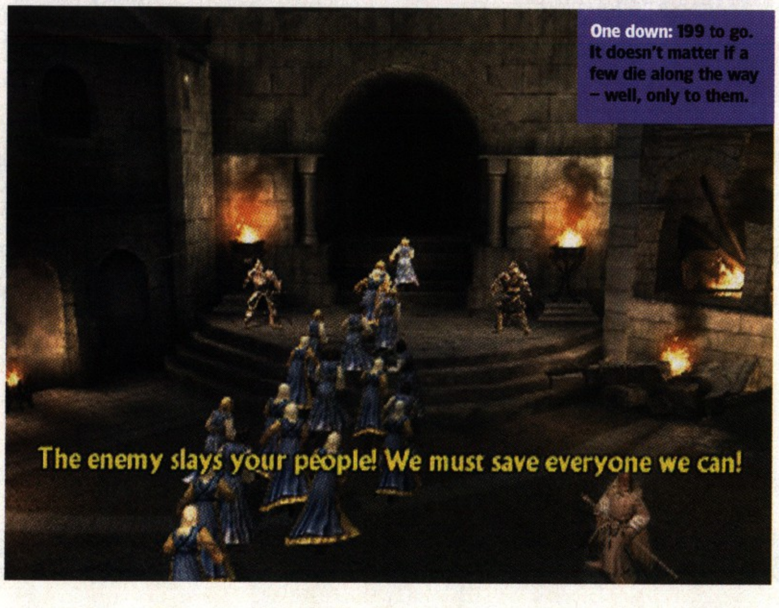
MINAS TIRITH – TOP OF THE WALL

Very similar to one of the levels in the last *LOTR* game, and the goals are the same. Kill the invaders, and kick the ladders away from the wall with ◎. When you see a glowing white circle, press R1 to perform an action. Aside from the main section of wall that you need to patrol pretty much constantly, you can run up the stairs on the left to find a catapult you can order to open fire, but only do this when you get a large flashing red dot – a siege tower. It takes two shots to destroy one, and you can only target the ones that appear on the left. The right-hand ones need to be spell blasted into oblivion. The towers disgorge dozens of orcs, so make destroying them your top priority. It's a difficult mission, but at least there aren't any Uruk Hai to deal with, so you shouldn't die.

MINAS TIRITH – THE COURTYARD

A constant stream of shrieking women pour from various directions in the doorway behind you. The mission is over once the 200th passes through, but naturally there are swarms of evil orcs, goblins, and assorted scum trying to kill them. Don't touch those two racks of spears for the time being, or destroy either of those two barrels, even though they contain health pick-ups. You'll need all that at the end of the level. Use whatever upgrades you have purchased to take out groups of enemies if you can, and regularly check the back of the courtyard for archers, which can be easily taken out with spells. After about half way, you'll get Uruk Hai with a green energy bar. Make sure to block their attacks, then soften them up with a couple of fierce attacks. After this, we found the Orc Hewer attack very effective (⊗, ⊗, △). They aren't the worst you'll face, however.

When the 150th woman runs through the door, three Cave Trolls will stomp into the courtyard. Now is the time to use those spears, because they are a one-hit kill against the big lugs. Make sure you aim carefully, of course (the current target will glow faintly green). More trolls will arrive to replace the ones you kill, and at this point it's a matter of trying to survive while simultaneously killing the trolls/Uruk Hai/general orc grunts. Your special attack (all four shoulder buttons) comes in handy in



The enemy slays your people! We must save everyone we can!

One down: 199 to go. It doesn't matter if a few die along the way – well, only to them.

Dead easy: They may look rather fearsomely impressive, but the dead are no match for your sword.

a pinch, particularly against a group.
Unlocks:
Ian McKellen interview

THE PATH OF THE KING

PATHS OF THE DEAD

It's pretty straightforward, killing Spectres until you reach a circular area with several paths. Go right, first, killing Spectres until you reach a boulder you can topple onto more undead below. Run back around to the left and take the lower path for a health pick-up, then lastly the higher path on the left to continue on. When you get to the drawbridge, tug on it three times to lower it – killing the three spectral archers is optional, since you can run up that ramp they're on in a bit. Keep wading through the mist, hacking away, through the room with collapsed pillars, up the bone ladder, kill the tougher spectre, then into the statue room. Kill all opposition and topple the statue to make an impromptu bridge. You can't get through the gate yet, so run under the bridge and kill the spectres before using another wheel. You'll end up on a long bridge in a huge cavern, and your last task is to kill 35 spectres, which is easy enough.
Unlocks:
Game Concept Art

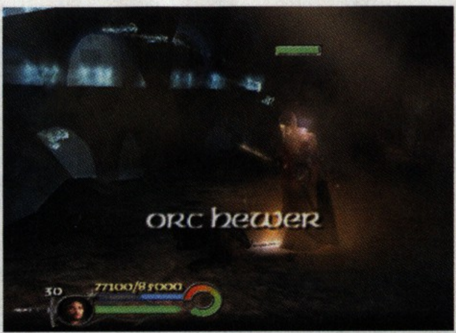
Most excellent: Your special attack will kill loads of enemies, but doesn't last very long.

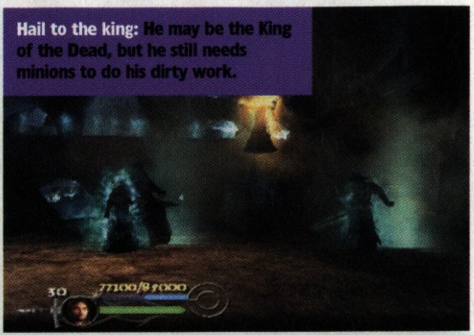
KING OF THE DEAD

The first boss fight for this plot thread – the King of the Dead himself. A word to the wise – when he rises up out of the ground, he spins and slashes with his sword, and it's unblockable. First, he will summon four spectral warriors, then he will summon four spectral archers, engaging you in hand to hand in between. He will slash at you three times, so block, then use Orc Hewer. He's got an awful lot of health, but you don't have to take that much off before he changes attack pattern. He now summons a blast of wind to attack you from afar. You can hide behind that rocky outcrop, but it will eventually crumble. If you face him, he also unleashes a combo of melee attacks – this time, five slashes, so block then counter as you did before. He will keep summoning, first four shielded spectral warriors, then two shielded and two archers. Next, the camera angle will shift and he'll blast you with that wind again. Luckily, there's a nearby boulder with some ammo behind it, so you can duck out and rain pointy death upon him when he pauses for a breather.

The pattern begins again, still with the five-hit combo, but his first summon is two spectral archers and two of those warriors with an energy bar. Deal with them carefully – don't risk losing any health at all. After the next summon – a spectral warrior, a super spectral warrior, and two archers, he'll

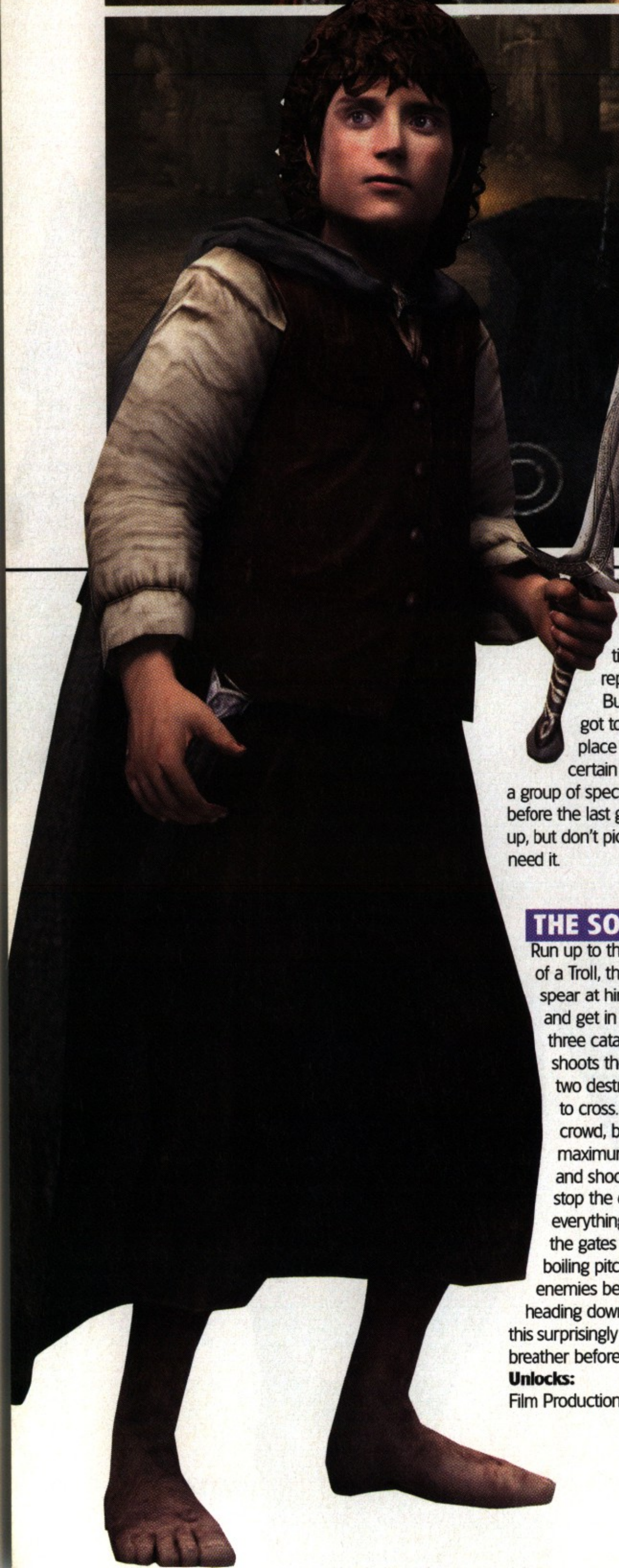
The dead do not suffer the living to pass!

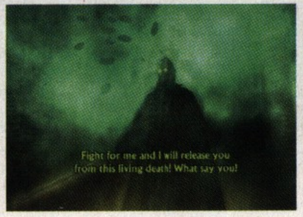



Hail to the king: He may be the King of the Dead, but he still needs minions to do his dirty work.

Between a rock...: And the lord of the underworld. Hide there as he attacks, then shoot arrows.

perfect mode!
ORC HEWER
17
78075/85000




Fight for me and I will release you from this living death! What say you!

go back to hurling mountain wind. Hide and shoot, and by this time he should be dead. If not, just repeat the above.

But that's not all. Oh no. Now you've got to run all the way out again as the place collapses around your ears. At certain points you have to stop and battle a group of spectres alone, then carry on. Just before the last group there's a green health pick-up, but don't pick it up if you don't really, really need it.

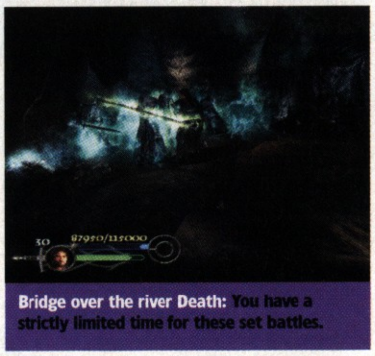
THE SOUTHERN GATE

Run up to the gates to trigger the appearance of a Troll, then quickly run back and throw a spear at him before too many troops swarm in and get in the way. You need to trigger all three catapults to progress. One of them shoots the Troll on top of the wall, the other two destroy a tower, forming a bridge for you to cross. You don't have to kill any of this crowd, but it helps if you want to get maximum experience. Run up the ladder and shoot the sides of that huge elephant to stop the orcs on board firing at you. Kill everything that moves up here, then open the gates using that wheel. You can pour boiling pitch (or whatever it is) onto the enemies below to your heart's content before heading down, mopping the rest up, and finishing this surprisingly short level. Now take a quick breather before moving on.

Unlocks:
Film Production Stills

PELENNOR FIELDS

After a fairly dull, routine slaughter of 60 enemies, you need to start dealing with armoured Mumakils. Kill the first one you see asap (you shouldn't even let it get in range of the ballista), then run down the slope to the bottom left, and up the other side. Take care of the second Mumakil, run left, kill the lone orc as quickly as you possibly can, and pepper the Witch King with arrows until he draws away. From here on in, the Mumakil's appear on random sides of the battlefield, and you have to make absolutely sure you know which side you are on, and which side you need to be on. After a short time (whether you've blown it up or not) the Witch King will descend again, and shooting him full of arrows is top priority. Having said that, don't ignore the enemies that attack you during his bits, because they disrupt your crucial shots. If you get low on health, kill some soldiers and hope they drop some crucial health pick-ups. Otherwise, use ◎ to avoid taking hits.


Bridge over the river Death: You have a strictly limited time for these set battles.

Tomb with a view: When you destroy the last spectre, their tomb will explode.

THE PATH OF THE HOBBITS

ESCAPE FROM OSGILIATH

Follow Gollum/Smeagol around the battlefield, going up stairs and down ladders, using the way the camera pans automatically around to guide your path. You can't afford to dally too much in the open air, because the Nazgul on the Fell Beast will be drawn to the ring, and if that red circle is completed, it's game over. When you reach what appears to be a dead end, run up the stairs and press R1 to topple the bell down the

➔

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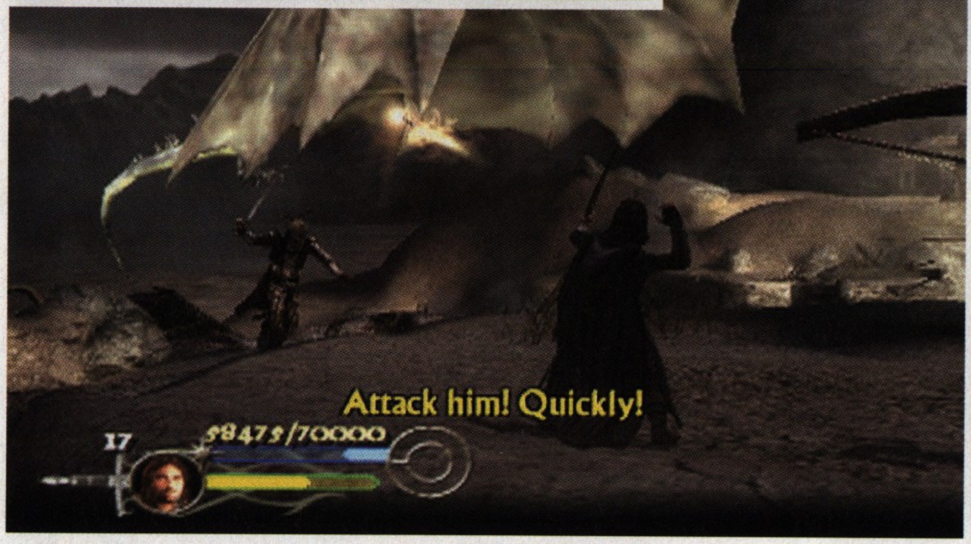
THE LORD OF THE RINGS

WALKTHROUGH

Target practice: These ballista will be your saviour, during this level.

Witch King?: The one on the dragon thing, right there, idiot! Kill the approaching enemy, too.



The Witch King circles above!
17
907/70000

stairs, crushing some hapless orcs and opening a new route. Only kill the orcs you need to when the Nazgul is overhead, and move on. You'll end up in the sewers, and a barred gate with a tough fight in front of it. Kill the grunts first, then knock some armour from the corpulent body of the leader. Once vulnerable, he's little trouble. You need to winch that wheel about three times, and when you run through that's the end of the level.

Unlocks:
Sean Astin Interview

SHELOB'S LAIR

It's a bit of a maze, but fairly easy to find your way through. You'll need to use the carefully positioned torches to scatter the carpet of small spiders and set fire to a web, then you'll reach a camp of orcs. Sneak past them without them seeing you, then use the torch in the next passageway to set fire to the waiting orcs and spiders. Shortly afterwards Sam will tell you: "I can't sneak past that," so head up the ramp to the right, fling a torch at the hanging cocoon, then wander up and press R1 to create a rockslide on top of your helpess foes. Just past that is a narrow bridge, your first glimpse of Shelob, and an extremely precious checkpoint.

There are some pretty straightforward torch/spider carpet puzzle bits after this. Remember, every time you see a torch, it's there to be used, either as part of a puzzle or to kill enemies – either by just setting fire to them directly, or by triggering a trap of some kind. After you get through the big webbed up tunnel entrance, there will be yet more spiders, the last checkpoint, and Shelob herself...

You can block her foreleg stabs easily enough, and respond with the strongest combo you have. She will circle around you nimbly, but keep your composure. After dealing a certain amount of damage, you will stab one of her eyes clean out, she leaps up onto a ledge and you'll be attacked by a group of little – well, really, pretty big – spiders. We redommend using Final Judgment on them for a quick kill, then Shelob returns. When she leaps down, run out of the way, because it's an unblockable attack. Luckily, when she misses, it stuns her temporarily, giving you a free combo. Repeat the previous process, blocking her leg strikes then countering (she backs off, so timing is important).

Next, you'll automatically slice part of her leg off, and it begins again. You can shoot her while she's on the ledge, but it isn't advised, since then you'll have Shelob and a host of critters to deal with simultaneously. When she goes mental (you'll know it when you see it) do your utmost to get out of the way. More little spiders, and by this point Shelob should be low on health, so the next time she appears hack and block until she's dead.

Spear head: It's pretty crucial to kill that troll asap, otherwise he interferes later.

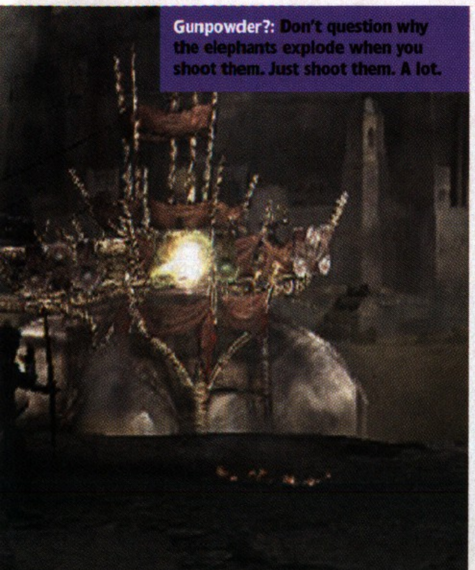
Fair
300
30
77400/85000

Another level: It doesn't matter if you get lots of exp, without a level up it's useless.

Unlocks:
Elijah Wood Interview

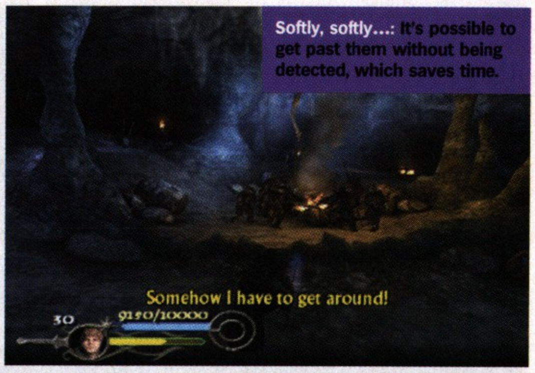
CIRITH UNGOL

Deal with the first room of enemies as you see fit – the brazier is there to be utilised, of course. Once more, use fierce attacks to knock the armour from the big fat orc, then dispatch him as usual. Press R1 at the end of the room to lower the ramp, and fight your way through to the civil war that seems to have erupted, using braziers and torches along the way. There are different routes to take – head left to get to a busy room with a green health pick-up in it, but straight on is a flight of stairs. If you take a left from these, you'll end up with the chance to pour boiling pitch over dozens of orcs, which is always nice, then head back to the stairs and keep going up. At the top (the fat buggers are killed with one hit from a pike) is a rope you can cut to send a huge wooden candelabra crashing down below,



Gunpowder?: Don't question why the elephants explode when you shoot them. Just shoot them. A lot.

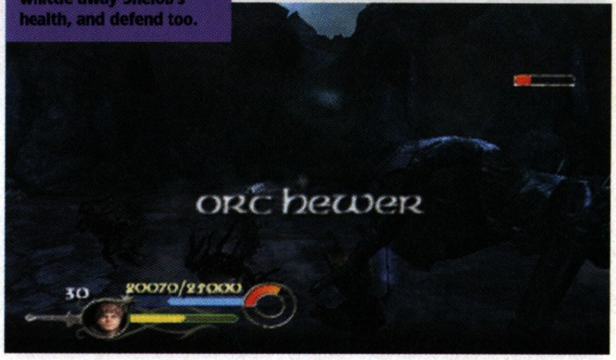
29
16145/25000



Softly, softly...: It's possible to get past them without being detected, which saves time.

Somehow I have to get around!

30
7150/10000



Combo-tastic: Use whichever combo you like to whittle away Shelob's health, and defend too.

Don't worry, Master Frodo. I've got this frying pan.
Moron.

annihilating the combatants. Get ready to defend yourself from immediate attack, however.

You should be at least three quarters of the way to your 80 deathcount total, so head downstairs again and bear right, into a new hall. A green health pick-up is there for the taking, usefully. Duck and weave through the throng, activating the ramp (and crushing a few more skulls, before running up and heaving a barrel of what is apparently gunpowder to the floor below, setting off an explosion and completing your first task. The orcs start retreating, and the next stop is the huge ballista, guarded by a fatty. Take him out, set off the bolt, and run up the now cleared path to the tower for a checkpoint.

There's a kind of sub-boss here, with a shield. You have to make plentiful use of the two pike stands here. One to destroy his shield, a second to stun him. Use your best combo to knock him down, don't forget to follow up with a i stab. With this simple strategy he'll soon fall, and if you kept him at bay you shouldn't even have taken much damage. That's the Hobbits' path concluded, and only two more missions to go.

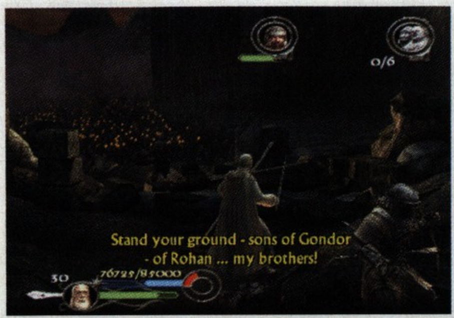
THE BLACK GATE

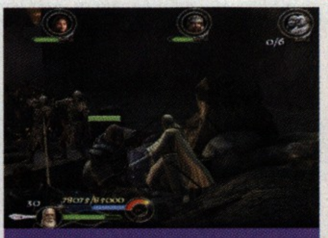
You can choose from any of the characters you've controlled thus far, so obviously enough choose the most powerful one. As an appetiser, some kind of Sauron Lite sub-boss challenges you

➔

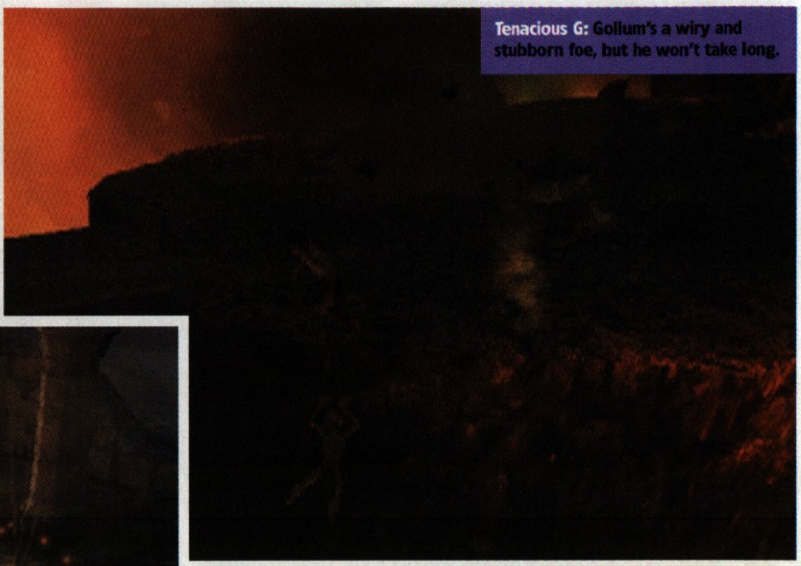
Nooooo!

Frodon't: Never a good idea to allow a giant spider to squat over you like that.

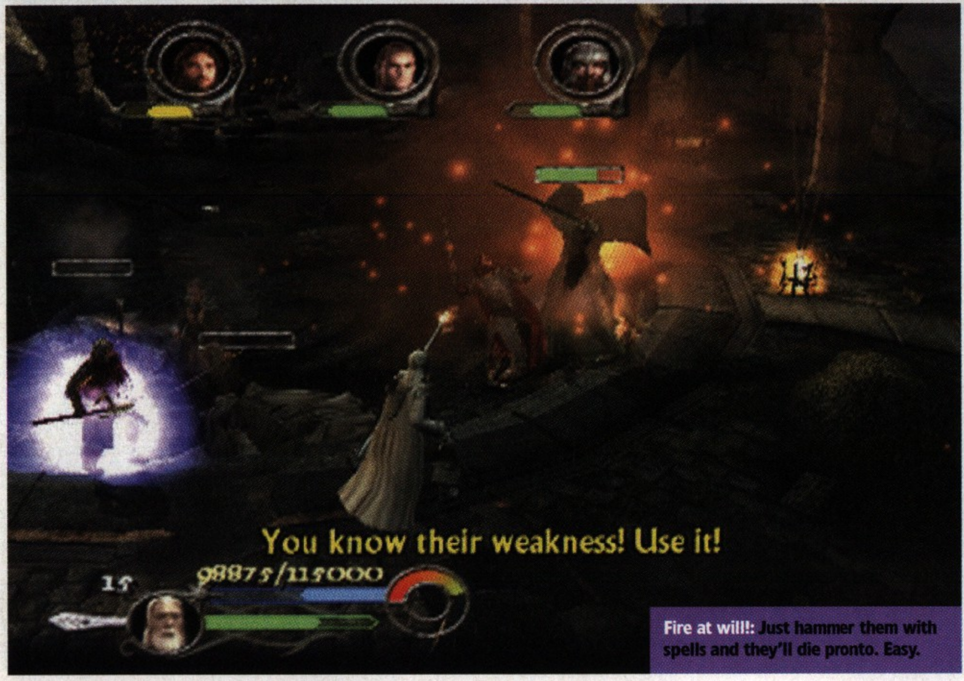

0/6
Stand your ground - sons of Gondor - of Rohan ... my brothers!
30
76727/115000



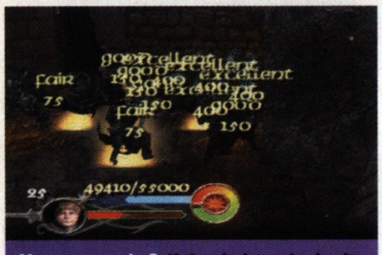
Six of the best: Here's the first of the six big buggers you have to kill. Be aggressive, but don't take hits.



Tenacious G: Gollum's a wiry and stubborn foe, but he won't take long.



Fire at will!: Just hammer them with spells and they'll die pronto. Easy.



More gunpowder?: If they insist on having it in the games, you may as well use it.

in front of the gates. He doesn't have any special tricks up his sleeve, and it's basically a walkover. We wish we could say the same about the rest.

Basically, it's you and a handful of others against every orc ever. They will pour over the brow of the hill in crashing waves, and you have to use every advantage you can to keep them at bay. Most of them can be taken out with a few quick slashes, and the archers – while annoying – can and should be shot, if out of reach, or just slashed if not. You have a brazier and some pikes to use, so make sure you do. Especially when the big brutes appear, the ones with health bars. Your first task (well, second task) is to kill six of them, and pikes are the easiest way. Additionally, the missions fails if any of the Fellowship die, so protect them at all costs. They will heal, slowly, in quiet moments, but don't rely on their AI too much.

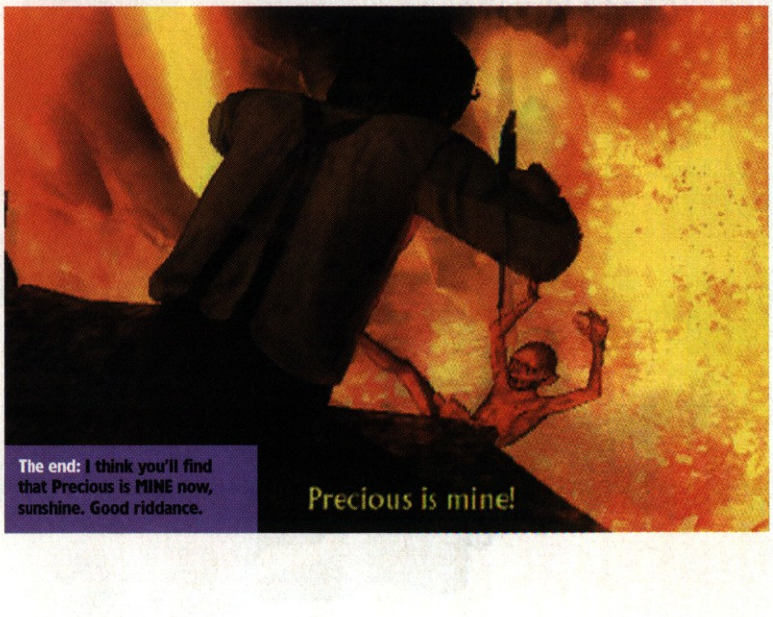
Shortly after killing the third brute, you'll get the horrible impression that they are going to attack on all sides. Don't worry about that too much, just concentrate on finding the big lumbering fools and spearing them with pikes. Once you've killed all six, you're done! Congratulations! Only kidding, now you have to face three Nazgul. If you've played the first game, you'll remember that the key is fire. Set them aflame and throw pikes through them like a mad thing, then hack them into horrible little pieces. Basically, if you chose Gandalf, and have his Light of the Forges (level 5) upgrade, your spells will annihilate them in seconds, which, as you're probably aware of by now, is the only time anything can be considered as easy in this game.

THE CRACK OF DOOM

You don't have any choice who to play, the first time around at least. Frodo it is, and he's pretty weak. You have to lure Gollum to the edge, then knock him into the crack of doom using fierce strikes, then press i to dislodge him, until he finally tumbles in for good. It's a lethally simple level, but he will do heaps of damage with those bony fingers. Don't engage him in combat directly, just pick and choose your moments, wait for him to stagger and lose balance, and he's yours. He has a leaping attack which seems to be completely unblockable, and is fast enough to catch you unawares – deeply irritating. There are some health pick-ups lying around if you need them.

Unlocks:

Palantir of Saruman (bonus level)
Billy Boyd Interview
Dom Monaghan Interview
Andy Serkis Interview
David Wenham Interview
Secret Codes (see Hot Shots) ■



The end: I think you'll find that Precious is MINE now, sunshine. Good riddance.

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THE FACTS: **HARRY POTTER AND THE PHILOSOPHER'S STONE** ● PLAYERS **ONE** ● MEMORY CARD SPACE **178KB** ● DIFFICULTY **MEDIUM** ● COMPLETION TIME **10 DAYS**

HARRY POTTER

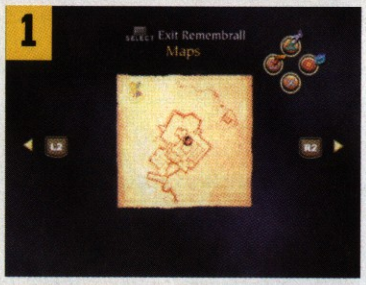
AND THE PHILOSOPHER'S STONE

Potter goes back to school to revisit his first year, but don't worry about homework or revision, because we've done all the swotting for you.

BEST PLAYED
After accepting that no matter how much you want to believe, broomsticks don't fly.

01 TOP 10 TIPS

IT'S TEN OF THE BEST FOR YOUNG POTTER, AND NO TALKING AT THE BACK, PLEASE!

1


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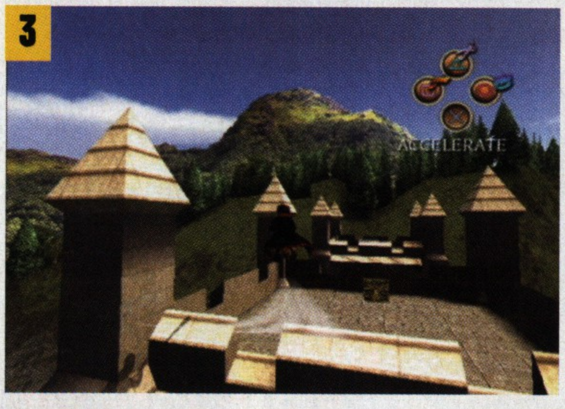


4

ALL MAPPED OUT

1 Your map is invaluable if you're looking for every secret in the game – and trust us, there's quite a few of them. Whenever you enter a new location, check your map to see if there are any mysterious areas bolted on to the side. If so, start scouring the walls with a Lumos spell.

MR BEAN

2 The easiest way to build up on your bean stock is to keep revisiting locations, as the jars have an unusual habit of respawning after a short period of time.

CLASS DISMISSED

3 When classes have finished, use this time to explore the school and grounds – this is even easier if you have the Nimbus 2000. There are plenty of bonuses and secrets to be found and you'll only find them if you look hard and long.

ACCESS ALL AREAS

4 There are certain doors and objects that can only be activated with spells you earn later in the game, so don't forget to retrace your steps to find locations that, although previously inaccessible, can now be reached.

LOOK AND LEARN

5 If you've got the time, explore your location thoroughly. From beans hidden among the books in the bookcase, to secret passageways you have to crawl through, there are plenty in the school to find.

TALK IS CHEAP

6 Take time out to talk to fellow students if you see them stood around. They're usually there for more than decoration, and can give you hints for forthcoming tasks or, better still, the chance to trade some of your duplicated Wizard Cards.

ONE FOR THE TOAD

7 You'll see plenty of toads scattered around the levels and, again, there's a reason for this. For some unexplained reason, picking up a toad

BEAT THIS → TAKE UP MADAME HOOCH'S FLYING CHALLENGE AND SEE IF YOU CAN BEAT OUR BEST SCORE.

02 OBJECT D'ART

HARRY'S UNIVERSE IS PACKED FULL OF INTERESTING AND USEFUL ITEMS. HERE'S A QUICK LOOK AT WHAT'S AVAILABLE...

WIZARD CARDS

There are 101 to collect throughout the game, and if you want that elusive 100% completion rating, you'll have to find them all. Don't panic though, as we'll show you how to do exactly that.

CHALLENGE SHIELDS

Each task you get sent on by your teacher is rated by how many of these you collect. Each task has ten to find, and you'll need to collect them all if you want the best rating and the most house points.

STINK PELLETS

Stink Pellets

The best way to lose friends and confuse enemies. These can be found in some chests, but are always available in the Weasley's shop. Stock up on a good number before attempting anything too difficult.

INVISIBILITY CLOAK

You'll be given this as the story develops, so don't worry about trying to find it. You can't use it everywhere and, if you're too obvious, you'll still be spotted, but it's still a brilliant way to avoid detection.

NIMBUS 2000

Again, this will be given to you automatically about two-thirds of the way through the game. Unlike the cloak, though, you're able to assign it to a key and use it whenever you're exploring outside.

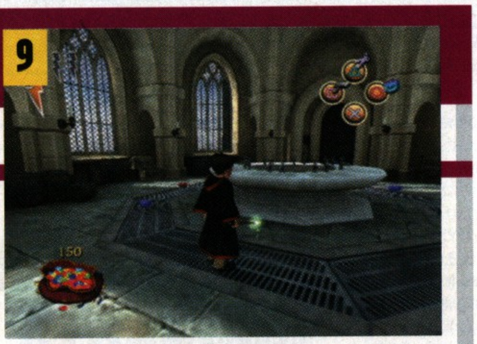
CHESTS

There are plenty of these scattered throughout the game, so make use of them whenever you find one. They'll usually contain a Pumpkin Pasty or a piece of Cauldron Cake (giving you extra health), but from time to time you'll come across some Stink Pellets.

6

TALK TO
I'm really looking forward to the Quidditch season next term.

9



rewards you with some bonus health when you need it.

SAVE FOR THE FUTURE

8 The good thing about *Philosopher's Stone* is the ability to save your game at any point, so make sure you do just that. Just after beating a boss is usually as good a time as any.

OPEN FOR BUSINESS

9 Don't bother heading for the shop in class time, as the twins – like Harry – will either be in a lesson or on their way to one. Wait until you've completed all your tasks for the day, and then pay the boys a visit.

MAGIC SHOW

10 Remember that your spells are there to help you get through the whole game. If you've collected the lot, then the whole game is now pretty much open to you. Doors previously locked can now be opened and previously unreachable levels are now accessible – as long as you have the Spongify spell, that is.

7

10

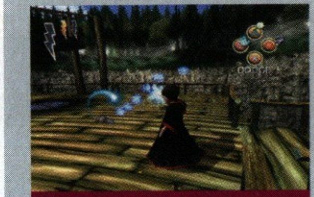
WHICH CURRENTLY STANDS AT AN IMPRESSIVE 47 RINGS. ■

HOT SHOTS

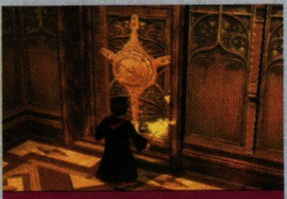
White hot blasts of wisdom for mastery of the game...

HOW'S YOUR SPELLING?

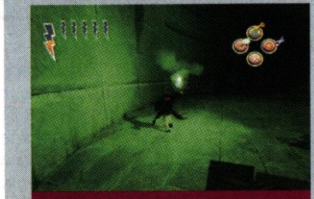
There are six spells to find and use in this game, and each one is important to completing the game.



Flipendo: Used to activate switches and, um, move worms.



Alohomora: This locked door is soon opened with this spell.



Lumos: Use this spell with the map to find secret areas.

FLIPENDO

The first spell you'll find. Flipendo is great for an attacking spell (target with ⊗ first), but you can also use it to Activate switches.

LUMOS

Use this spell in darkened areas to avoid, well, things that lurk in darkened areas. Gargoyles will reveal hidden platforms if you use it on them, and this spell is the only way to find some secret areas.

ALOHOMORA

First found after your supposed 'duel' with Malfoy. There are lots of locked doors around the school and this spell is the only way to unlock them. You can't unlock every door, though, just the ones with the golden locks.

SPONGIFY

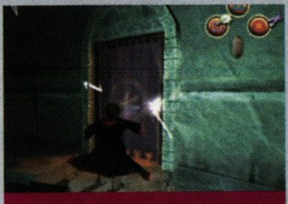
Again, this is a spell that's perfect for unlocking new areas. Keep those peepers peeled, though, as the Spongify tiles you need to use this spell on can be difficult to spot.

DIFFINDO

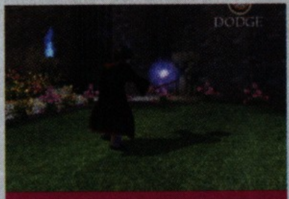
Slice 'em and dice 'em. The Diffindo spell is the one for attacking spindly plants, severing ropes or cutting through curtains to reveal secret areas. Use it in conjunction with Incendio to defeat the large plant boss that Harry encounters.

INCENDIO

Incendio has a grand name, but the effect is less impressive. Its blue flame can be used to ignite torches that open doors and you'll also need it occasionally for some combat.



Diffindo: Yep, there's a bonus-packed secret area here, too.



Incendio: Use this spell on the pedestal to unlock the door.

Holly and phoenix feather, eleven inches, nice and supple.

Holly good show: Pick your wand and head to the platform in the middle of the room.

Where you bean: Always search shelves for beans, as there are usually plenty to be found.

THE WALKTHROUGH

It's back to year one for Potter, and we're with you every step of the way...

LET YOUR WAND CHOOSE YOU AT OLLIVANDER'S WAND SHOP

It's the start of the game and, as you'd expect, there are no serious challenges to trouble you. Hagrid will leave you at Diagon Alley to choose your wand. When you get in the back room, go for the Holly and Phoenix Feather one and head for the centre of the room.

GAIN THE FLIPENDO SPELL BOOK

There are a few beans to be collected around the tops of these crates, but there's a whole load more around the bottom of the level. Drop down here to collect them, then use the ladder to climb back up. Finally, at the end, pick up the spell book for your first spell.

In the next room, you're given a tutorial on how to use the spell to find extra beans in jars. Smash all four jars in the room for a load of beans – search the bookcases to find four more – and a switch. Use the Flipendo spell on this and the exit door is unlocked. Before you do that, though, crawl through the short passageway on the right of the door for a secret room, containing your first golden chest. Each of these contains one of the Wizard cards you need to collect for a 100 % completion record. The first one you find is Felix Summerbee (number 52 of 101). Go back into the previous room and through the now unlocked door.

● There are a few things that are easy to miss in the next room. Firstly, if you're collecting the beans – and you'll need a load for when you finally get to the twins' shop – there's a few to find if you search the bookshelves. You'll then be set a puzzle to earn the Folio Bruti, the Book of Beasts. It's easy, though, just hit the top switch first (with the Flipendo spell, naturally), then the middle one, then, finally, the bottom one. This unlocks the book, but also releases two Imps for you to deal with – don't worry too much, as they're very easy to deal with, as long as you keep your distance from them.

● Stun the Imps with the Flipendo spell and throw each one into one of the cages on the far wall. That done, climb on the cage on the right for a secret room containing another golden chest (with a Alberta Toothill (89) card). Climb on the one on the left for a Cauldron Cake and a Pumpkin Pasty, both of which will help to regain some health.

● Follow the shopkeeper for another challenge – which isn't much harder than the last one. Target the shield with a Flipendo spell and you'll earn the Standard Book of Spells.

There's one more challenge for Harry on this level, though, and you'll need to power up your Flipendo spell to unlock another card-carrying chest – containing Godric Gryffindor (41). Don't try to complete this task with the one spell, as it's likely to backfire on you. Instead, try three or four spells in close succession and you should be fine.

ARRIVING AT HOGWARTS

GO TO THE GRYFFINDOR COMMON ROOM (SEVENTH FLOOR)

An easy journey for your first moments at Hogwarts. After having your house picked and meeting Ron and Hermione, you're off to your dorm to drop off your kit, laugh at the fat boy and, presumably, indulge in a spot of 'tuck.' On the way, though, don't miss out on the jars in the area at the bottom of the Grand Stairs for more beans. And, if you look underneath the first flight of stairs, you'll find the next golden chest – Cassandra Vablatsky (37).

VISIT FRED AND GEORGE

Ron will recommend you visit the shop of Fred and George, his two brothers. To do this, though, you'll first need to get past his other brother, Percy the prefect. In his study, wait behind the bookcase until the coast is clear, then leg it towards the portrait at the far end of the level. It's not hard, but try not to get spotted as you're saying the password, as you can still be zapped. Before you go through, though, examine the bookcase in the bottom right-hand corner for a secret passage that eventually leads to another card – Jocunda Sykes (64).

Check out the boxout on page 58 for more info on the shop, but you'd be wise to buy the Bertie Bott's Bean carrying bag first, as long as you've got enough beans, that is.

That done, go back to the common room (but check out the small room opposite the corridor from Percy's office first for the Adalbert Waffling (24) wizard card), collect any stray beans from the jars here, pick up a lost item message from the notice board and you should be ready to hit the sack. The game reminds you here that you're free to roam the school and explore. The wise young wizard should save any roaming for the daylight, though, as you'll see much more.

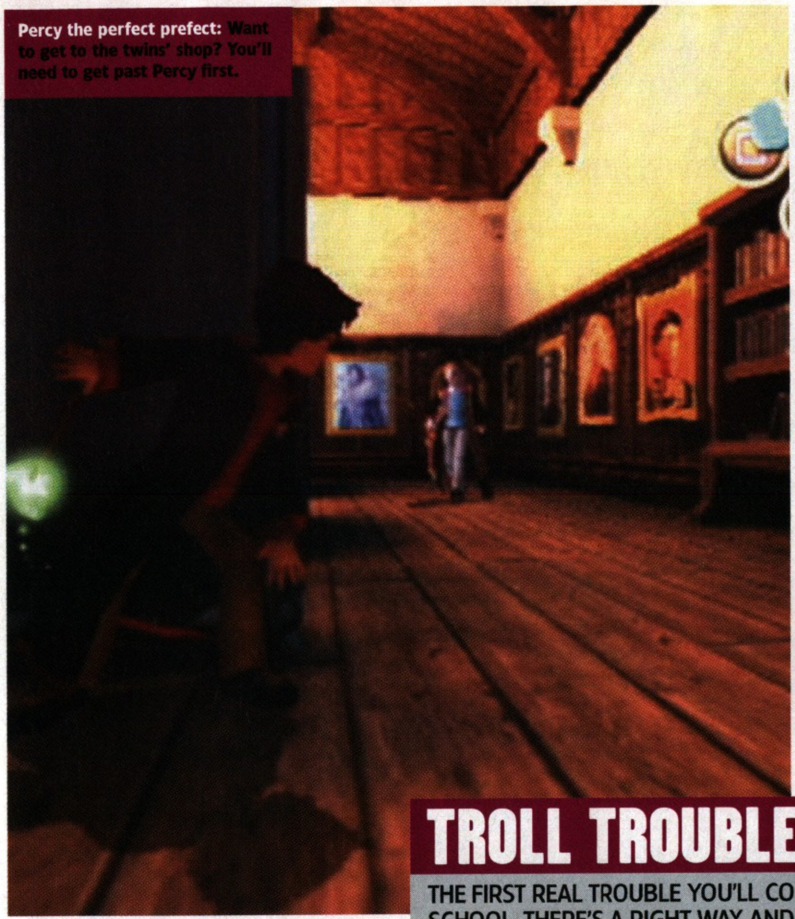
POTIONS CLASS (DUNGEON)

It's your very first lesson and, lucky you, you've got Potions first with Snape. Head down towards the dungeons, but before you go into his classroom, head through the large iron get here. You'll enter a large room filled with shelves, so take some time out to explore and you'll find 16 bean-filled jars, but a golden chest appears when you've smashed only 13 of them – Heathcote Barbary (93). There's another chest in the bottom corner with a Herman Wintringham (63) wizard card.

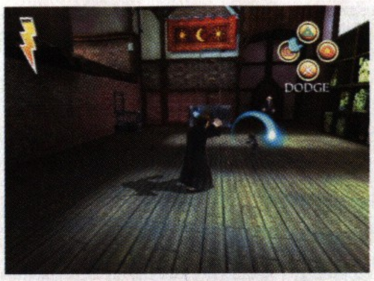
Snape doesn't teach you much for this first lesson, but he does worryingly inform you that you'll need to collect three ingredients to make a Wiggenweld spell (Asphodel, Dittany, Wiggentree Bark) before his next lesson. Luckily we swotted up, so you can cheat, but more on that later.

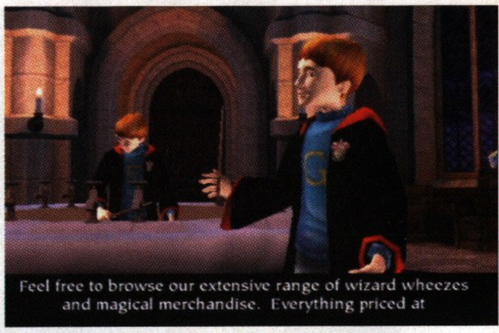
DEFENCE AGAINST THE DARK ARTS CLASS (THIRD FLOOR)

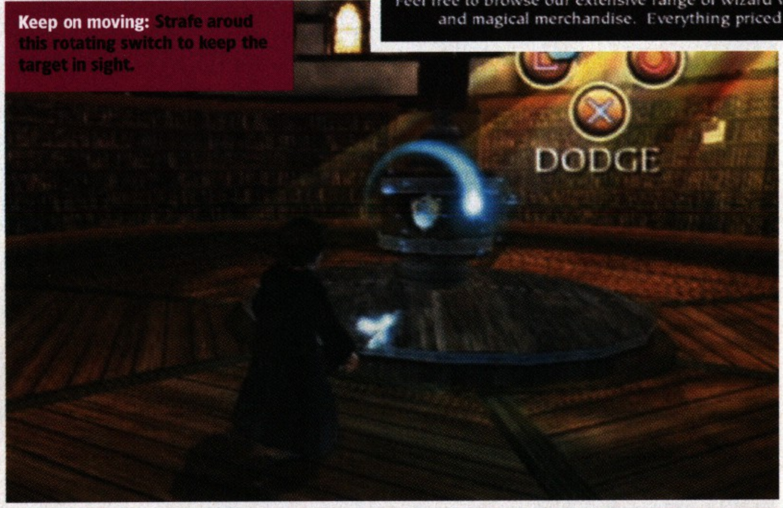
There's no time to waste, as you now have to rush off to your next lesson. There are a few important



Percy the perfect prefect: Want to get to the twins' shop? You'll need to get past Percy first.




Feel free to browse our extensive range of wizard wheezes and magical merchandise. Everything priced at



Keep on moving: Strafe aroud this rotating switch to keep the target in sight.

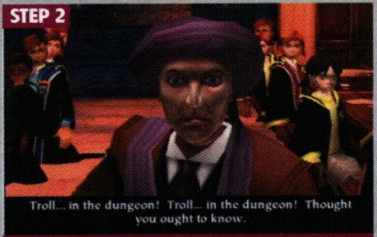
TROLL TROUBLE

THE FIRST REAL TROUBLE YOU'LL COME ACROSS IS WITH THE MOUNTAIN TROLL THAT ESCAPES INTO THE SCHOOL. THERE'S A RIGHT WAY AND A WRONG WAY TO GO ABOUT THIS, AND GUESS WHICH WAY WE KNOW?

STEP 1

Party time: It's the Halloween party and a time for wizards to celebrate. Unfortunately for Harry, this year's celebrations are slightly different from normal.

STEP 2

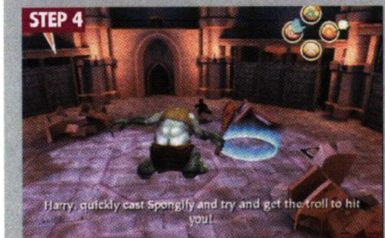

Troll... in the dungeon! Troll... in the dungeon! Thought you ought to know.

Stutter rap: Professor Quirrell appears to tell the whole school that a Troll's escaped from the dungeons. Harry and Ron have to rush to the girls' bathroom to rescue Hermione.

STEP 3

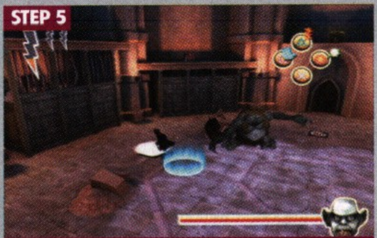
Troll behaving badly: He's large, ugly, narked and a dead ringer for Martin Clunes. It's just Harry versus a large Mountain Troll with an attitude problem. Place yer bets...

STEP 4


Harry, quickly cast Spongify and try and get the troll to hit you!

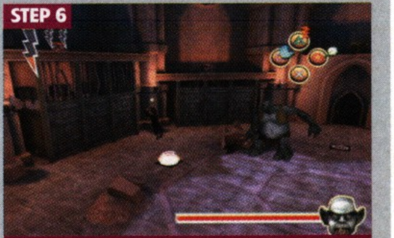
David & Goliath: Make sure you don't miss out on the treats up on the high platforms. To knock the Troll's health off, first stand near one of the activated Spring tiles.

STEP 5



Springtime: Then, when the Troll's about to hit you, use the tile to spring yourself to safety. It's obviously important not to do this too late, or the Troll's club'll thwack you.

STEP 6



Struck dumb: If the Troll hits the tile instead of you, then he's stunned for a few precious moments and he loses some health as well. There's a card for your troubles too...

lessons in this game and these are the ones that'll teach you new spells. To earn the spell, you'll have to go off on a challenge set by the teacher through a series of puzzle-filled locations – all accessed through a doorway in their classroom. The first challenge is in your Defence Against The Dark Arts class, and the spell you'll earn is Lumos...

GAIN THE LUMOS SPELL BOOK

From the start, pick up the Ghosts entry for the Folio Bruti book on the right, then get the Cauldron Cake from the small chest around the corner. Sneak around past the platforms and open up the second chest for a Pumpkin Pasty. Don't worry about the four Imps that appear, as three of them fall down into the pit. Trap the remaining Imp, collect the Challenge Shield and go through the door.

Climb up the ladder on the right and move the block to the far side – you can climb up and into the ledge for a Pumpkin Pasty. Now go back down to the block and move it over the switch. Go to the other ladder on the opposite side of this cavern and do the same – except there are also some beans on the left side.

Now jump across to the ledge on the far side for three chests containing another Pumpkin Pasty, an Owl Treat and a Cauldron Cake.

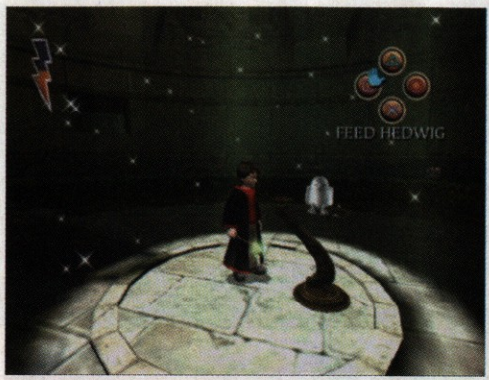
Either side of this ledge you'll see two small alcoves, each with an Imp in it. Drop down to the very bottom of the level, shoot the Imps with Flipendo spells and throw them in the cages here. Jump on each cage and, above one you'll find a Challenge Shield and a Cauldron Cake and above the other you'll find another Challenge Shield and a golden chest – Uric the Oddball (18). Drop back down, open the chest for some more health and then finally shoot the shield to drop the ramp.

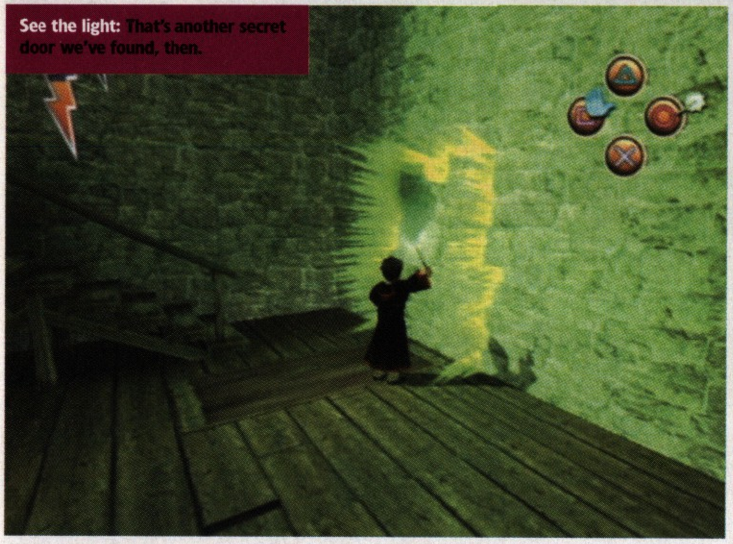
● Go back up, call Hedwig from the stand in the middle and then feed him the Owl Treat you just found. Go up the ladder, shoot the two Imps and throw them into their cages. Don't be too hasty to leave, though, as just before the doorway out is another Challenge Shield on the left.

● Go forward and collect the Lumos spell book. You'll need this spell immediately to show up the various collapsing parts of the floor, so as soon as the spell goes out, cast it again. Head to the right and go through the door. Collect the beans and health here and open the golden chest for a Dymphna Furmage (98) wizard card. Go back out, light your Lumos spell and keep searching – there's also a chest in the left corner, plus a Challenge Shield to the right of it. After you've collected the shield, look to the wall next to it, as the Lumos spell will reveal a hidden panel. Push here and enter the secret room. Pull the block over the switch in the middle of the floor, which opens a gate in the next area. Go through into this unlocked room, collect the beans and leave.

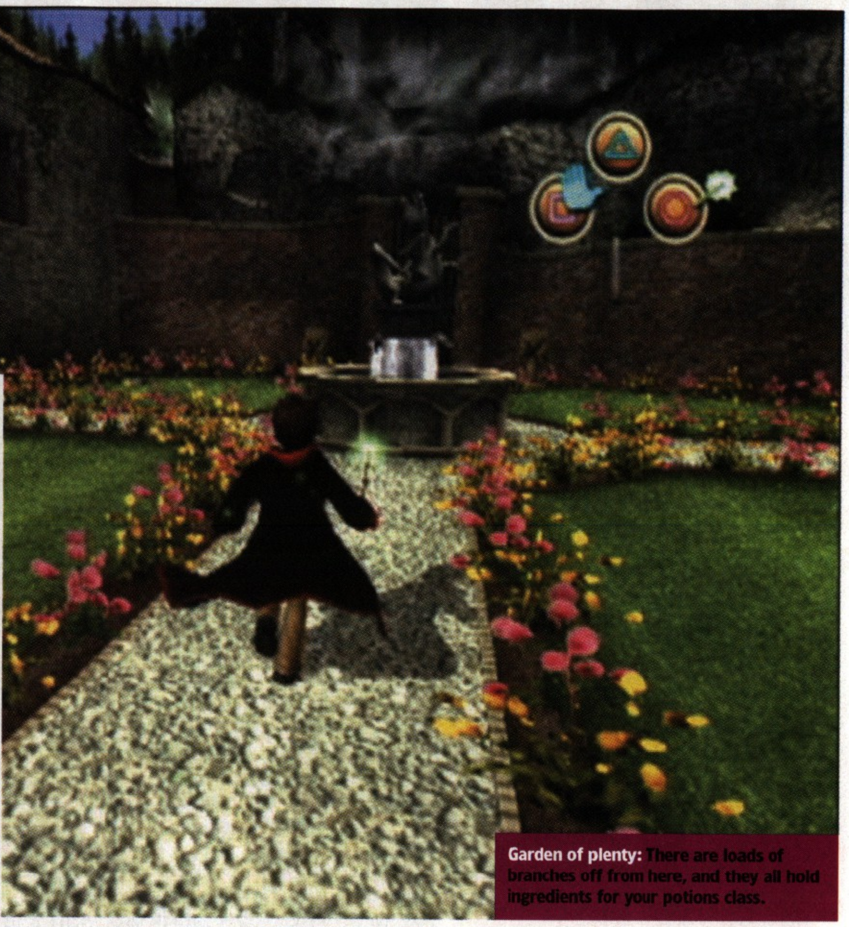
There's another secret area next to here, so look for it along the wall with the Lumos spell and push to go in. Use the Lumos spell again here to rid the ghosts, collect the next Challenge Shield and the health from the chests. Finally, hit the hand, leave and go into the next chamber. Now look for the switch above the door and use

➔





See the light: That's another secret door we've found, then.



Garden of plenty: There are loads of branches off from here, and they all hold ingredients for your potions class.

Flipendo on it to raise the gargoyle at the end of the path – then use Lumos on it to reveal the platforms up to the shield. First though, go into the small room on the left side of the chamber for another shield and some health.

At the top, collect the shield, but before you go through the exit, use Lumos on the right wall to show up a secret room. Go in here for more beans and another card – Gifford Ollerton (57).

Go through the exit, but there's plenty more yet. Use the Lumos spell to highlight the secret door and you're back where you started. Don't go out just yet, though, as you can use your Lumos spell to find some secret new areas. Go on to the location where you called Hedwig down and go up the ladder on the left. Use the Lumos spell on the wall here - check your map for the exact location – and in here you'll find some health and a wizard card pack – Circe (22), Beaumont Marjoribanks (33), Gaspard Shingleton (54), Dorcas Wellbeloved (86) and Harry Potter (100).

Get back to the classroom and you'll have the Lumos spell, but not all of the Challenge Shields. To get the set, you'll need to go back later with the Diffindo spell. Its now time for your first flying lesson...

FLYING LESSON WITH MADAM HOOCH (FLYING PITCH)

This bit's dead easy. Flying the broom is simply a case of pressing the ⊗ button to accelerate, and easing off it to slow down. All you have to do is fly through as many hoops as possible to earn the most house points. You'll probably miss a couple, but you should still end up with a Distinction, and 50 valuable house points for Gryffindor.

- After Madam Hooch takes Neville to the infirmary, you'll have to catch Malfoy in a broomstick race. Don't worry if it takes you a while, as there's no time limit, but his path is easy to predict, so you should be able to cut him off fairly quickly.

VISIT HAGRID AT HIS HUT

It's nearly time for potions class, and you haven't any of your ingredients yet for the Wiggenweld spell, so it's probably time – as promoted – to head off for a meeting with Hagrid. After he's finished talking, head around the back of his hut for the Magical Theory book, then go through the door in the wall here.

- Go into garden and then left into the mill. There are plenty of beans to be found here, including five jars hidden up on the beams. Go upstairs, crawl under the beams in the corner and collect another card from the chest – Merwyn the Malicious (12). Go back down the stairs and use Lumos on the wall in front of you. Go through the secret entrance this reveals and continue along until you come to an open space with three Gnomes – these are much like the Imps and have to be dealt with in the same way. Pick them up in the same way as the Imps, only this time look for the hole in the root of the tree and throw them into that. Do all three and the entrance to the gargoyle opens. Go in here, use the Lumos spell and a platform will appear.
- Climb onto the roof of the shed, go across the platforms and run underneath the waterfall to collect the Asphodel plant for your potion – it's the purple one... you can't miss it.
- You now have a further four Gnomes to deal with, so run down, lob them all into the tree and go through the second doorway in the hut for a card – Morgan Le Fay (17). Climb back onto the first platform, turn to the right and jump across to the ledge here. Shimmy around and there's another card in this chest – Burdock Muldoon (10). Now end the day. Meet up with Ron, who will give you the low down on your duel with Malfoy. Go down to the fourth floor.

MEET MALFOY ON THE FOURTH FLOOR FOR A DUEL

You may be ready for a duel with the slithery Malfoy, but his only aim is to lure you into a trap. Ron, Hermione and Harry will be sent through a trapdoor into a restricted area. To make matters worse, Malfoy's alerted Snape to your location... and you really don't want to be caught.

You start off in a room where the only exit is a door barred by a large golden lock. Hermione can't unlock the door with her spells, but she does know that you need an Alohomora spell to do it. Fortunately for you, the spell's in the library and there's a passageway right to it in front of you. Get to it, Potter...

GAIN THE ALOHOMORA SPELL BOOK FROM THE LIBRARY (SECOND FLOOR)

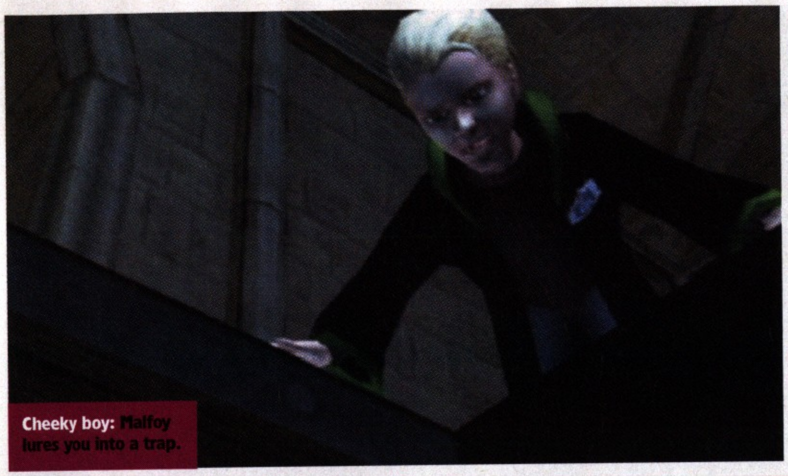
Not the hardest of missions, as the book is right in front of you. It's a wise wizard, though, who takes a bit of time out to explore his surroundings. Look all around the alcoves and bookshelves and you'll pick up loads of beans. Now head up the stairs to the left. There's a switch here, high above a bookcase. Zap it with a Flipendo spell and it opens the small door to the left. Go through here for a chest – Ignatia Wildsmith (62).

RETURN TO RON AND HERMIONE

The ghosts are easily avoided if you want to head back to Ron and Hermione now, but if you clear six of them with a Lumos spell, you earn another card – Orsino Thruston (78).

UNLOCK THE DOOR WITH ALOHOMORA AND RELEASE RON AND HERMIONE

This is easy, as you now have the correct spell – and remember the golden symbol shown on this locked door, as there are a fair few doors like this dotted around the school and you can now unlock all of them. Go through and you're on a race back



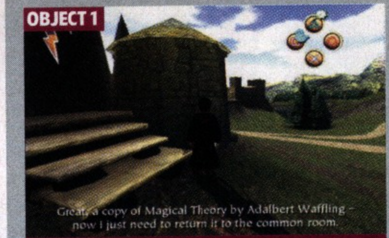
Cheeky boy: Malfoy lures you into a trap.

Caught by the ghoulies: A dose of Lumos gets rid of these spooks.

LOST AND FOUND

IF YOU FANCY EARNING A FEW CARDS ON THE SIDE, THERE'S PLENTY OF OPPORTUNITY FOR THIS WITH THE COMMON ROOM NOTICE BOARD. READ IT WHEN YOU'RE DROPPING BY FOR THE DETAILS OF A LOST OBJECT.

OBJECT 1



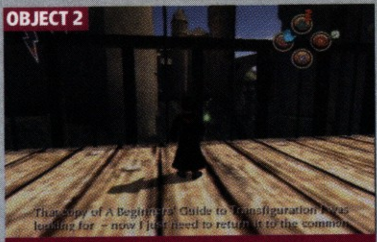
Great, a copy of Magical Theory by Adalbert Waffling – now I just need to return it to the common room.

Lost: "Copy of Magical Theory by Adalbert Waffling. Could be anywhere in the grounds. If found, please return to this notice board."

Found: Just behind Hagrid's Hut.

Card: Mopsus (73)

OBJECT 2

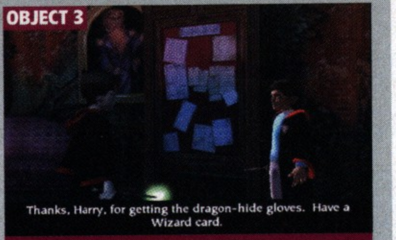


That copy of A Beginners' Guide to Transfiguration I was looking for – now I just need to return it to the common

Lost: "Copy of A Beginner's Guide to Transfiguration. Fell out of an owl package, so it could be anywhere. If found, please return to this notice board."
Found: On the bridge to the left of Madam Hooch – earn Bowman Wright (35)

Card: Bowman Wright (35)

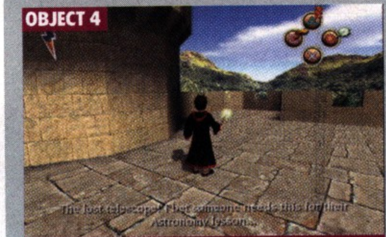
OBJECT 3



Thanks, Harry, for getting the dragon-hide gloves. Have a Wizard card.

Lost: "One pair of dragon-hide gloves. Last known location: near the lake. If found, please return to this notice board."
Found: This one's very easy. Leave the school and go down and to the left. The gloves are right here by the edge of the lake.
Card: Ethelred the Ever-Ready (51)

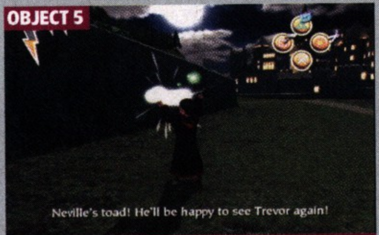
OBJECT 4



The lost telescope? I bet someone needs this for their Astronomy lessons...

Lost: "Telescope. Dropped from the Astronomy Tower, seen somewhere on the rooftops. If found, please return to this notice board."
Found: On the roof directly above the main entrance to Hogwarts. Look for it when you've got the Nimbus 2000.
Card: Hengist of Woodcroft (96)

OBJECT 5

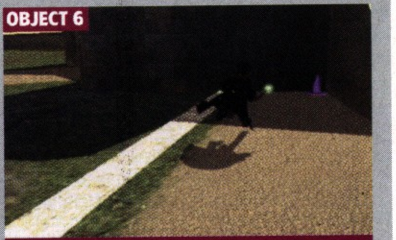


Neville's toad! He'll be happy to see Trevor again!

Lost: "Toad (answers to the name of Trevor, property of Neville Longbottom). Last seen near the Herbology greenhouses. If found, please return to this notice board."
Found: Find Neville's toad to the left of the gate to the greenhouse.

Card: Cornelius Agrippa (2)

OBJECT 6



Lost: "Wizard's hat. Fell off during a broomstick ride to the Quidditch stadium. If found, please return to this notice board."
Found: Go out of the school grounds as if you were going to Hagrid's hut, and the hat is outside of the last school gateway – just around the corner to the left.
Card: Carlotta Pinkstone (40)

to your common room before Snape spots you. One room you accidentally stumble into has Fluffy the three-headed dog in it, but you don't hang around here for long!

Before you go through the password door into your common room, you should spot one of those locked doors just before it. Use the Alohomora spell here, go in and there's another chest to pillage – Quong Po (81).

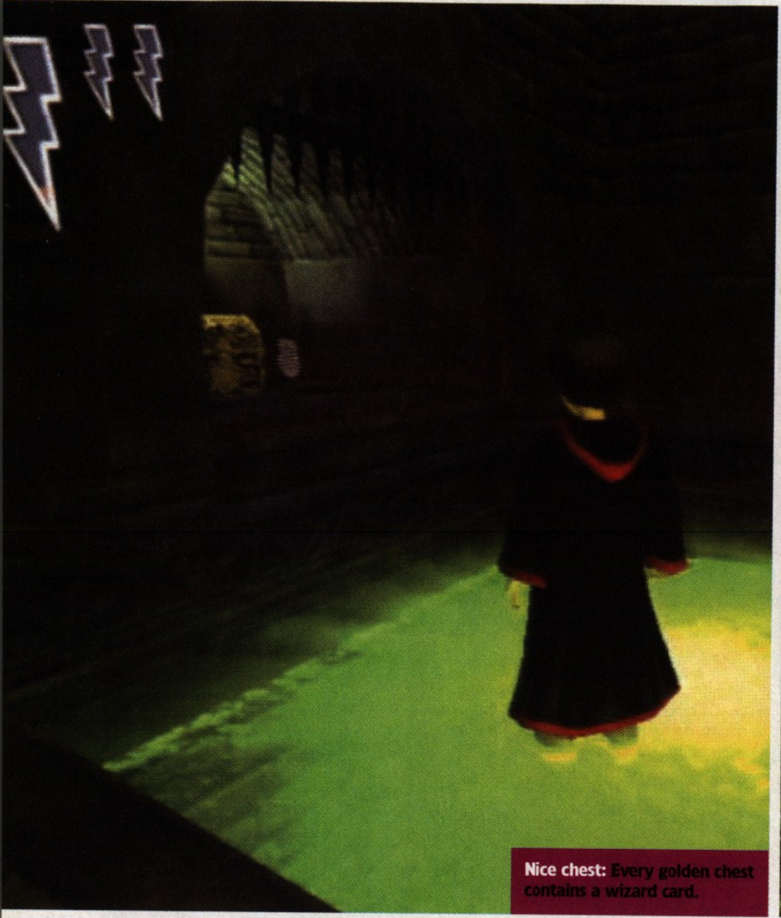
CHARMS CLASS (SECOND FLOOR)

You'd think after all that stress, Harry should deserve a quick break and the odd glass or two of Butterbeer, but no such luck for young Potter. There's just enough time to clean yourself up, then you're straight on to the next lesson and the task for the next spell...

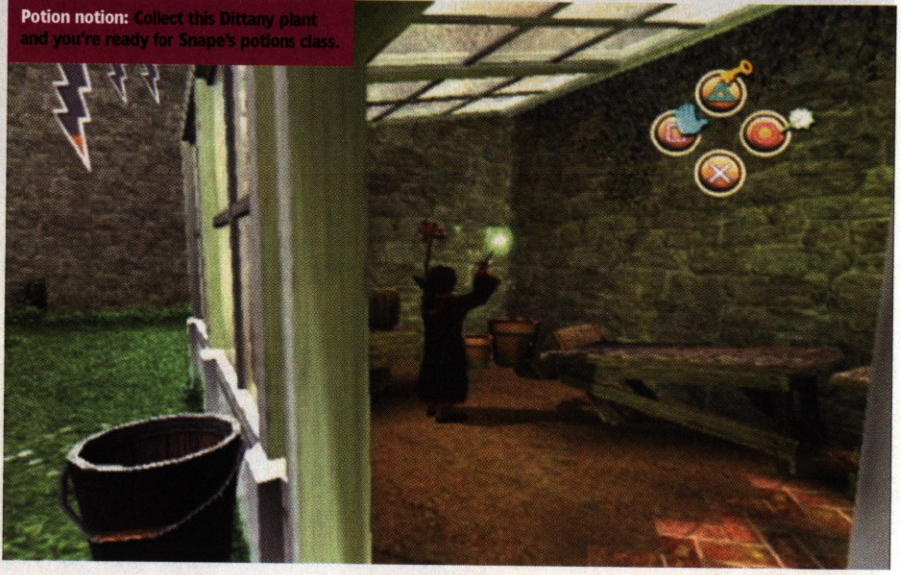
GAIN THE SPONGIFY SPELL BOOK

- Go straight forward, up the stairs and the Spongify spell book is now right in front of you. But, as you'd expect, you can't just go back the way you came. Look at your map and you'll see two secret rooms to the right and left of the circular room you're now in. Use the Lumos spell on the right side and enter the room. Move the block over to collect the bonus health and Challenge Shield. Head over to the left side of the circular room and it's pretty much the same again here, only this time you have to trap an imp in a cage to reach the higher platform. Continue on, pick up the trail of beans, and then climb up the large step. You'll have your first opportunity to try out the Spongify spell here, so target the spring tile with ⊗ and press the button you've assigned the spell to. As long as you're facing the short wall, you'll fly over it as soon as you hit the tile. Try to land on top of it, though, as there's the third Challenge Shield to collect – if you missed it, push the block back and climb up to get it.
- In the next large chamber, start by casting the Lumos spell on the ghosts lurking around here. That done, use the Spongify spell on the tile that appears and bounce up to the first platform. Go through the door here, around the corner and into the next room. There's health in the small chest, so collect that and use the Spongify spell to get to the high ledge – there's the next Challenge Shield and a card up for grabs – Mungo Bonham (75).
- Now leave this area and go up the steps. Use the Spongify spell to leap across to the platform on the central pillar and use Flipendo on the switch. Keep going up until you reach the locked door and then use the Alohomora spell on it. Now this bit's pretty tough. See that fire crab? You've got to knock it into the pit at the end of the corridor – do this by repeatedly firing Flipendo at it. That done, use Flipendo on the switch on the other side of the pit and then move the block that falls down over to the gargoyle. If you use a Lumos spell on it, you reveal a platform that'll get you to the two alcoves (one contains a Challenge Shield and a card – Derwent Shimpling (8) – while the other has only a card – Mirabella Plunkett (27)). Move the block down and over the switch (watching out for the flames), then head out of this area altogether.
- Back on the lift, use Flipendo on the switch and, when the lift stops again, jump across to the platform on the left of you. Now go through the door here. Head down to the main area, lob the two imps in their crates and use the Lumos spell on the gargoyle. Climb up onto the ledge, pick up the Challenge Shield and walk across the green platforms. On the other side, use Flipendo on the switch, knock the two fire crabs into the pit and collect some bonus health and a Challenge shield. When the block comes down, again push it over the switch to move the lift outside into its final position. Now head for the exit on the left-hand side.

Finally, back in the Charms class, pick up any stray beans you find, then knock the switch above the exit doorway with a Flipendo spell to reveal a hidden chest – Circe (22).



Nice chest: Every golden chest contains a wizard card.



Potion notion: Collect this Dittany plant and you're ready for Snape's potions class.

MEET RON AT HAGRID'S HUT

Finding the Wiggentree Bark is now simple. Head back into the garden just behind Hagrid's Hut and, to the right of the mill, is a spring tile. Use the Spongify spell here to bounce you up, grab the ledge and then follow the path all the way around until you reach the top of the tree stump. Kill the Bowtruckles using long-range powered up Flipendo spells, then jump across to pick up the bark – if you drop down here, there's some bonus health in a chest and another springy tile to get you back up to the top of the tree. Now just go back the same way you came and use 'End Day' as a shortcut to get you back to the school.

GO TO THE HALLOWEEN FEAST (GREAT HALL)

Head for the common room and Ron will remind you about the Halloween Feast. The only problem is, well, a Troll's escaped from the dungeon and is causing havoc around the school. You and Ron need to head to the girls' bathroom to rescue Hermione before it's too late. Check out the 'Troll Trouble' boxout for the perfect strategy for a spot of Troll bashing, and we'll see you back here later. Finished the Troll off? Good. It's been a bit of an action-packed day, so I'd hit the sack if I were you...

● The final plant you need for Potions class is Dittany and, now you have the Alohomora spell,

INSIDER TRADING

THERE'S AN EASY WAY TO BUILD UP YOUR CARD COLLECTION, YOU KNOW.

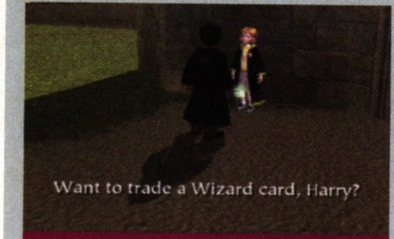
Scouring around Hogwarts and the grounds for the odd Wizard Card is all very well, but the quickest way to finish off your collection is by trading them with fellow pupils. The trick is to spend the first two-thirds of the game collecting every card you can (our walkthrough will help you find the lot), then pick an unsuspecting trader and off-load all your doubles on them. Don't worry if you've got four or five of the same card, as the suckers will take the lot.

Here's a list of the cards we managed to get by trading and a rough indication of when in the game you should look for the traders you can take advantage of.

BATCH ONE

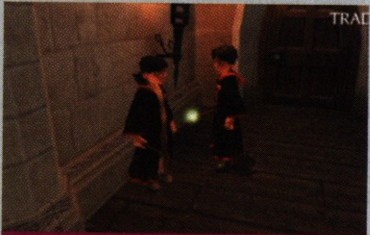
Start looking around after you complete your Charms class and you should find a few pupils willing to trade. It doesn't matter who you pick, though, as they all have the same swaps.

Blenheim Stalk (85)
Gregory the Smarmy (59)
Roderick Plumpton (83)
Elladora Ketteridge (49)
Celestina Warbeck (88)
Cornelius Agrippa (2)
Andros the Invincible (13)

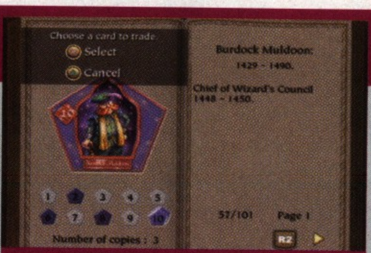


Want to trade a Wizard card, Harry?

Step one: Look for any stray students lurking around outside in the grounds...

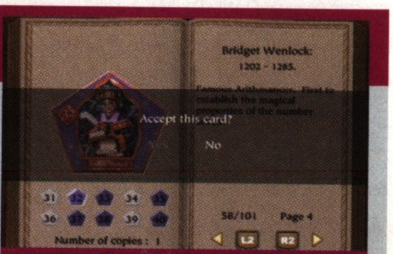


Step two: ...but keep an eye out for some inside the school, too.



Burdock Muldoon:
1429 - 1490.
Chief of Wizard's Council
1448 - 1450.

Step three: You should have a fair few spares by now, so pick one you want to get rid of...



Bridget Wenlock:
1202 - 1285.
Famous Arithmancer. First to establish the magical properties of the number

Accept this card?

No

Step four: ...and they'll give you a rarer card in return. You'll have the set in no time.

BATCH TWO

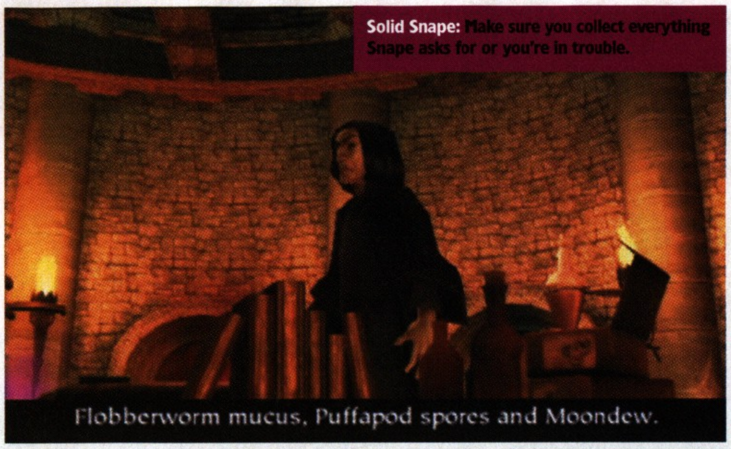
Happy Christmas, Harry. It's also a good time of the year to look for traders. Here's a list of the cards you should find:

Cyprian Youdle (43)
Grogan Stump (4)
Oswald Beamish (79)
Elfrida Clagg (3)
Havelock Sweeting (61)
Cliodne (16)
Artemisia Lufkin (30)
Gulliver Pokeby (5)
Flavius Belby (66)
Bridget Wenlock (32)
Devlin Whitehorn (44)
Archibald Alderton (29)
Joscelind Wadcock (36)
Balfour Blane (31)
Gwenog Jones (39)
Gideon Crumb (56)
Merton Graves (94)
Donaghan Tremlett (34)

BATCH THREE

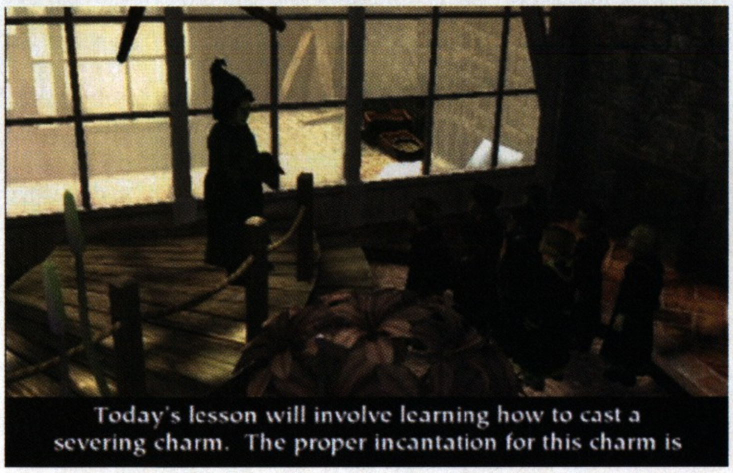
Got the Incendio spell? Come out of the classroom and keep 'em peeled for the students with more cards than sense. If you've been collecting the cards up to this point, then there's every likelihood that you can finish off your collection with this lot.

Musidora Barkwith (50)
Justus Pilliwickle (67)
Yardley Platt (95)
Glover Hipworth (58)
Norvel Twonk (77)
Rowena Ravenclaw (82)
Glenda Chittock (23)
Sacharissa Tugwood (90)
Merlin (1)
Lord Stoddard Withers (21)
Fulbert the Fearful (14)
Wilfred Elphick (91)
Wendelin the Weird (20)
Helga Hufflepuff (72)
Queen Maeve (71)
Gunhilda of Gorsemoor (9)
Dunbar Oglethorpe (45)
Albus Dumbledore (101)
Crispin Cronk (42)
Musidora Barkwith (50)
Leopoldina Smethwyck (70)
Hesper Starkey (7)
Tilly Toke (28)

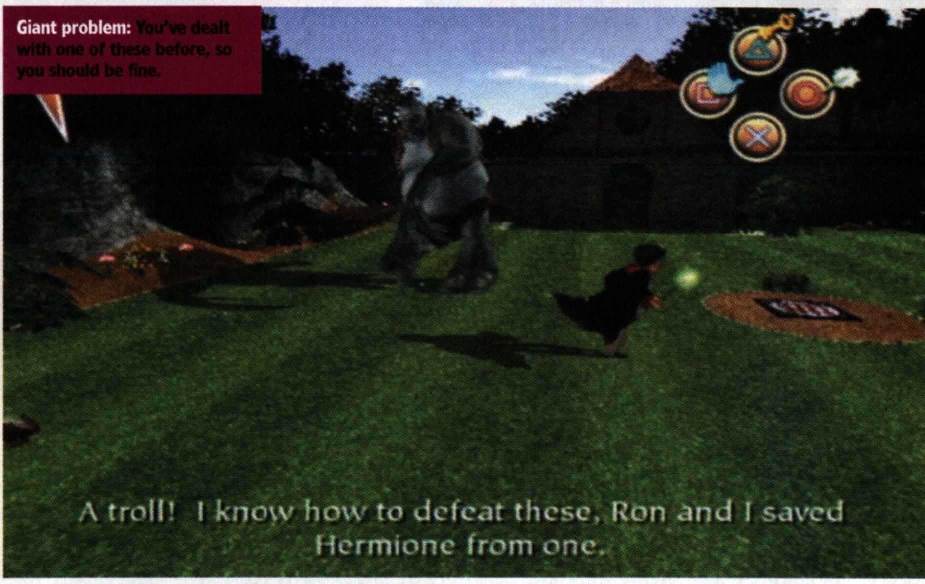


Solid Snape: Make sure you collect everything Snape asks for or you're in trouble.

Flobberworm mucus, Puffapod spores and Moondew.



Today's lesson will involve learning how to cast a severing charm. The proper incantation for this charm is



Giant problem: You've dealt with one of these before, so you should be fine.

A troll! I know how to defeat these, Ron and I saved Hermione from one.

getting it's easy. Go back to the gardens behind Hagrid's hut and into the mill again. On the far wall is a locked door with the now familiar golden symbol. Use the Alohomora spell on it, go through and into the greenhouse to find a healthy-looking Dittany plant.

As you go to leave, though, a group of three Doxies appear. Just target them with a Flipendo spell and you'll be fine. You're now ready for Snape, so head back to the school and down into the dungeons.

POTIONS CLASS (DUNGEON)

You've given Snape the ingredients to make Wiggenweld, but he rewards you with another three ingredients to find, and these ones are harder. You'll be making an Antidote for Common Poisons next, and the ingredients are: Flobberworm Mucus, Puffapod Spores and Moondew. Nice. Fill your vial with Wiggenweld before you leave... you never know when it'll come in handy.

HERBOLOGY CLASS (GREENHOUSES)

There are two more spells to get, and the next one's Diffindo. Leave the school and head over to the greenhouses with Ron and get ready for another spell task.

GAIN THE DIFFINDO SPELL BOOK

It's not the best start, as you'll come face-to-face with another Troll – and this time there's only the one Spongify tile. Keep on the move and zapping that tile and you should be fine, though. There's bonus health in a chest, plus the odd stray toad hopping about. That done, you'll find your first Challenge Shield.

Now continue over the bridge and, about halfway across, drop down to the area below. The second shield is down here to the left. There's also a stray Gnome, but you can ignore him if you want.

● Climb back up and continue through the task. When you get to the tree blocking the way, hit the hand symbol on it with Flipendo to roll the log onto the fungi in front of you – there's also a Challenge Shield here, but you can't get that until you've collected the Diffindo spell. Continue on and drop down at the next bridge. You'll find a Challenge Shield to the left of the statue of a woman, and just past this is a chest containing an Owl Treat. But there's still more. Go further on to the brick wall, use Lumos and you'll reveal a small hidden cavern containing a golden chest – Newt Scamander (19). Go around to the bird stand, call down Hedwig and give him the treat. He clears the leaves around the gargoyle, so use a Lumos spell on it and it will give you two green platforms to take you back to the bridge.

● When you get to the next clearing you'll spot the book in the middle, but you'll have to lose the ghostly Gytrash hounds first. Much like the previous ghosts, they're banished with the Lumos spell, but it's worth noting that the longer you keep it held on them, the more damage you'll inflict – and also that there are plenty of health-restoring toads hoping about. Exorcise the dogs and the book's yours – this is a good time to go back for that Challenge Shield if you wish.

Use the new spell on the ropes attaching the bridge and stun the two Gnomes that appear from the other side of it. Throw them into the hole in the tree and you'll earn yourself a Gifford Ollerton (57) card – you should already have one, but you can always trade it.

Go over the bridge, use the spell again on the rope holding the lift and drop down – there's a Challenge Shield here to the right of you, just around the corner of the tree trunk. Carry on to the last and largest clearing and it's pretty crowded. Don't worry about the Troll in front of you for now. Instead, run immediately to the right (between the tree root and the wall), over the first root and there, hidden away on the right is yet another card – Thaddeus Thurkell (87).

Potter spotter: You can still be seen, even with the invisibility cloak on.

Go back and kill off the Troll – a health bar doesn't appear like the previous ones, but he still only takes six hits. You'll now find a chest containing an Almerick Sawbridge (26) card for your troubles.

Go to the end of the tree and around to the right. There's a chest containing a Pumpkin Pasty here, but the real reward is further around to the right, as you'll find the next Challenge Shield. Go back and you should see a large light brown tree root in front of you. Look down on the right side of it and you'll see another shield.

● Now go all the way back to near the entrance to this part of the level and walk up the large root here. Follow the path along, over the branch and along the wall on the other side – taking care to avoid the attacking roots. At the end, jump back onto the tree and follow it until you come to the end. If you look down here, you'll see a small platform just below you, and on this platform is another card-carrying chest – Roland Kegg (84).

Jump across, knock down the imp and throw it in the box. You're rewarded with another Challenge Shield for this, so collect that, zap the Horklump, collect the other Challenge Shield and head for the exit. Job done.

The next day is Christmas day, but Harry and Ron are still on the case. A present for Harry from a mysterious sender is interesting, though. But who did send Harry the Invisibility Cloak?

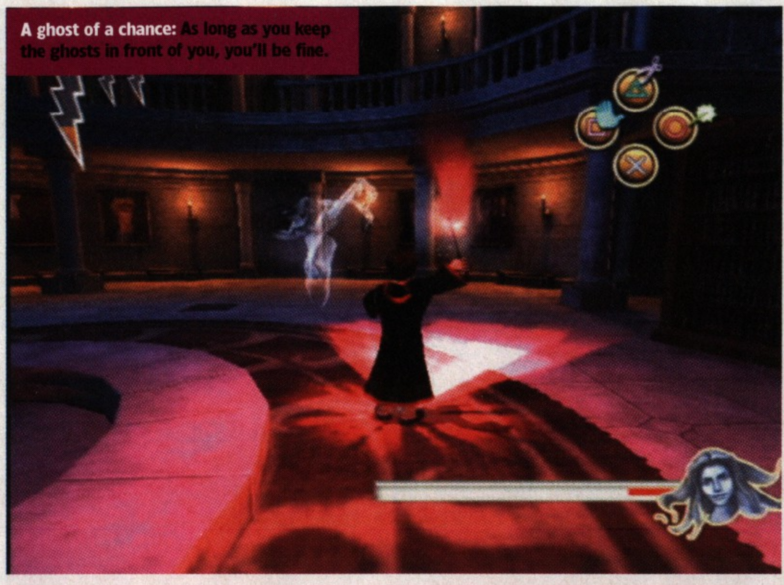
FOLLOW RON TO THE SECOND FLOOR

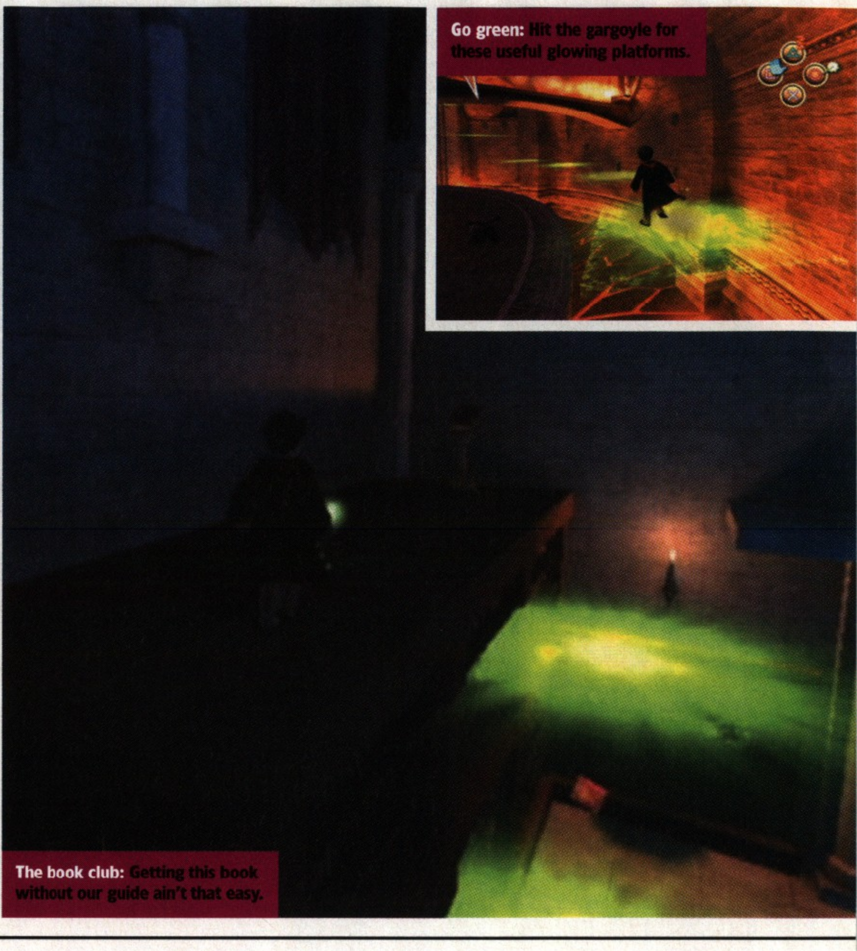
A note from Hermione informs you that the book you really need to uncover the secret of the Philosopher's Stone is Recent Developments In Wizardry, but that's in the library's restricted section. Bit handy we've just got that invisibility cloak, eh? Head up to the second floor with Ron and put it on.

FIND COPY OF A STUDY OF RECENT DEVELOPMENTS IN WIZARDRY (LIBRARY RESTRICTED SECTION)

Although you're wearing the cloak, you can still be spotted, so take care. There's only one prefect to deal with in the first library room, so you shouldn't have much trouble here. The next one, though, is far more difficult as it's swarming with them. Work slowly and carefully through the isles of books until you reach the end and the hole to crawl through.

● There's a chest almost right in front of you when you come out, and in it is the card for Perpetua Fancourt (25). Continue on and you lose the cloak and come out of stealth mode. There are a fair few beans hidden in the following bookcases, so it's entirely up to you whether or not you want them. Work your way around the edges of the rooms, avoiding the books and looking for a ladder. When you find it, climb up and then, at the top, shimmy along the wall to the next platform. Go up the next ladder and slide along the bookcase to reach yet another platform. This one's a lift and takes you straight up a level. At the top, target the


A ghost of a chance: As long as you keep the ghosts in front of you, you'll be fine.


Go green: Hit the gargoyle for these useful glowing platforms.

The book club: Getting this book without our guide ain't that easy.

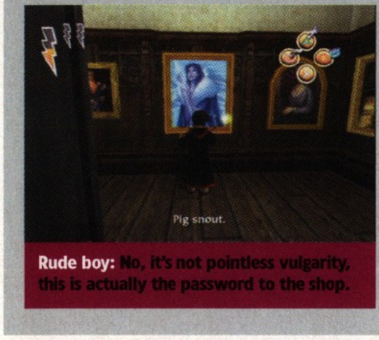
SPENDING SPREE

TAKE SOME OF THE STRESS OUT OF SCHOOL LIFE BY A QUICK VISIT TO THE WEASLEY TWINS' FINE EMPORIUM...

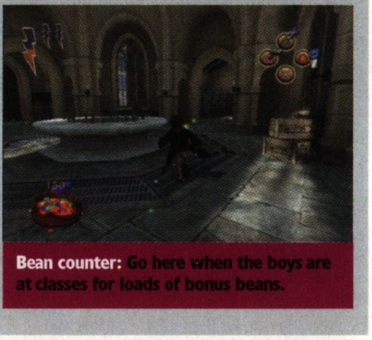
Fred and George's shop is an excellent place to go to top up your cards, and also to stock up on other useful items. Everything's pretty reasonable, and it's worth remembering that you can only get these cards in the shop, so you'll need to start saving those beans. We reckon that the first thing every discerning shopper should get is the carrying bag, but after that it's really up to what you fancy when you go shopping. The following list shows you what you'll find in the shop and how much you'll have to fork out to get the object of your desires:

Bertie Bott card (69)	50 Beans
Edgar Strougler card (47)	30 Beans
Alberic Grunnion (97)	30 Beans
Stink Pellets	20 Beans
Dungbombs	20 Beans
Bertie Bott's Bean carrying bag (increases capacity to 150)	50 Beans

If you go down the corridor on the opposite side to the way you came in, then you should spot a golden chest – with a Chauncey Oldridge (38) card in it.



Rude boy: No, it's not pointless vulgarity, this is actually the password to the shop.


Bean counter: Go here when the boys are at classes for loads of bonus beans.

hand across the other side of the room and hit it with a Flipendo spell, which brings out the platform you need to jump to.

It's tricky from here to the top, but the path's obvious and, as long as you get a good run up for the jumps, you'll be fine. At the top, use the Diffindo spell to cut through the curtain and go through the door.

● The next part of this task is cunning, but not too difficult. Firstly, lose the ghosts, as they can be a real nuisance. Then use the Spongify tiles to reach the high platforms for some bonus health and a hand to hit with a Flipendo spell. Drop down and through the fresh gap in the bookcases and here you'll find another hand to hit. Go over to the other side of the room, and, neatly avoiding the prefect, climb up the ladder and use Lumos on the gargoyle. Now, finally go all the way back to the other side, climb up on the platforms and the books here.

Now you've got to go all the way back you came, which isn't too difficult apart from the fact that there are more prefects patrolling the library. In fact, the last door you need to go through has a prefect stood right in front of it. If you're careful, though, you should be able to sneak up and behind him without being spotted.

GET THE BOOK BACK FROM PEEVES

You've got the book, but Peeves also wants it and, after a struggle, he steals it from you. Getting it back is nice and easy, though. Just follow him through a couple of doors and he'll soon get bored and just give you the book.

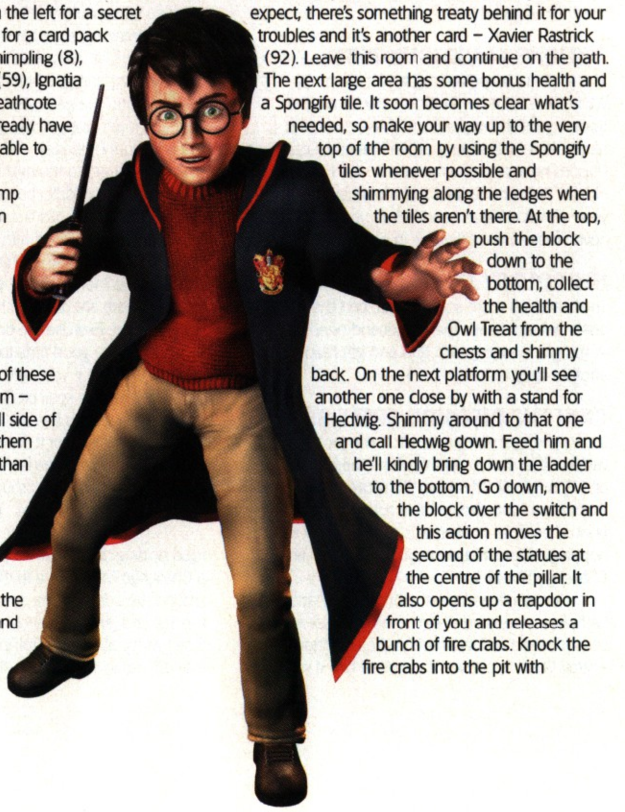
● It's a great start to the day, as another mysterious benefactor decides to give Harry a state-of-the-art Nimbus 2000 broomstick. Who could this person be? So, although Harry's supposed to be heading off to his Charms class, wouldn't it be more fun to take it out for a spin? Assign the broomstick to one of the three buttons then press it to mount the stick and, when you're stationary, press it again to dismount. After you've had a good burnout, go back into the school and head up to your Charms class to look for the sixth and final spell, Incendio.

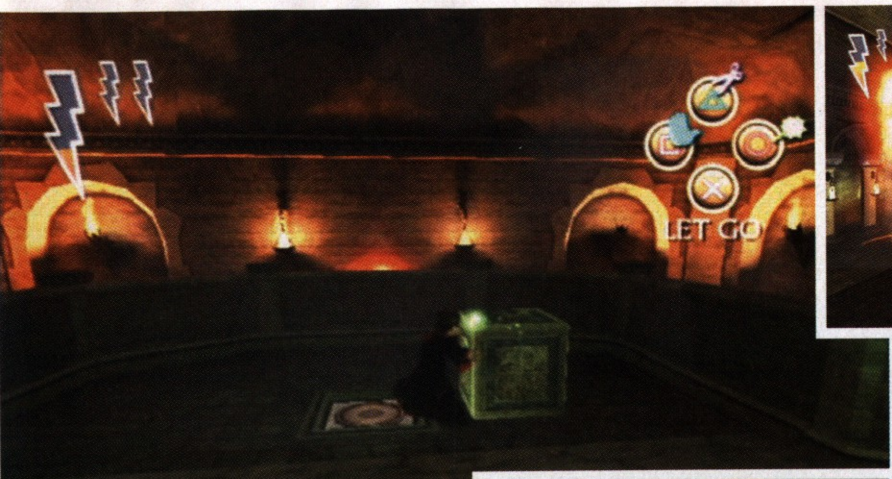
GAIN THE INCENDIO SPELL BOOK

Go straight forward and collect the first Challenge Shield. Run around to the right and use a Flipendo spell on the hand switch you can see here. Go across the bridge, use Lumos on the gargoyle and jump over the platforms (picking up the Challenge Shield along the way). At the top, collect the third Challenge Shield and continue left around the top of the pillar. Go across the first bridge you come to and, at the end of the corridor, use the Diffindo spell on the curtain on the left for a secret room. Open the chest for a card pack containing Derwent Shimpling (8), Gregory the Smarmy (59), Ignatia Wildsmith (62) and Heathcote Barbary (93). You'll already have them all, but you'll be able to trade them.

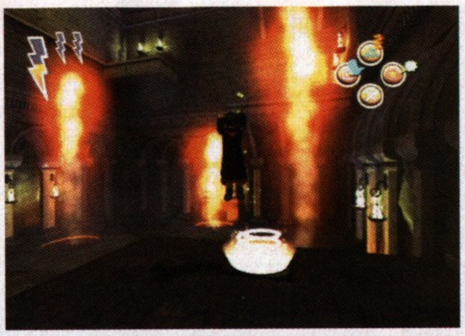
● Continue on and jump over to the platform on the far right hand corner. Use Lumos here to reveal a secret room containing a Challenge Shield and some bonus health. There are three more of these secret areas in the room – each one is on the wall side of the platforms. Two of them contain nothing more than a health bonus, while the fourth one holds a gargoyle. Use the Lumos spell on it, and jump onto the platform it unlocks. At the top, run right around and jump across to the central platform. Hit the switch with a Flipendo spell and move the block over the switch – this action moves one of the statues in the central pillar, and also removes some of the barrier from the book. Kill the ghosts, collect the Challenge Shield and leave.

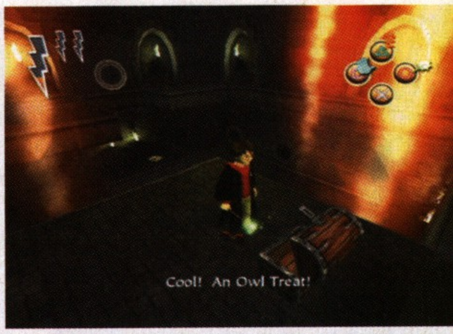
● Head to the central pillar again. Hit the switch you've just revealed with a Flipendo spell, and then go around to the left and over the next bridge. Run down the corridor and, at the end, use the Alohomora spell on the locked door. As you'd expect, there's something treaty behind it for your troubles and it's another card – Xavier Rastrick (92). Leave this room and continue on the path. The next large area has some bonus health and a Spongify tile. It soon becomes clear what's needed, so make your way up to the very top of the room by using the Spongify tiles whenever possible and shimmying along the ledges when the tiles aren't there. At the top, push the block down to the bottom, collect the health and Owl Treat from the chests and shimmy back. On the next platform you'll see another one close by with a stand for Hedwig. Shimmy around to that one and call Hedwig down. Feed him and he'll kindly bring down the ladder to the bottom. Go down, move the block over the switch and this action moves the second of the statues at the centre of the pillar. It also opens up a trapdoor in front of you and releases a bunch of fire crabs. Knock the fire crabs into the pit with

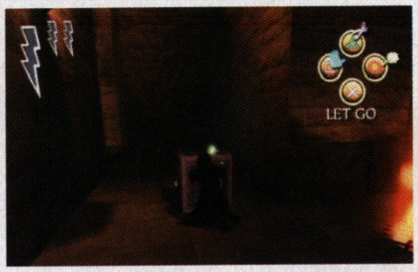




Round the block: An easy puzzle. Just move the block over the switch.





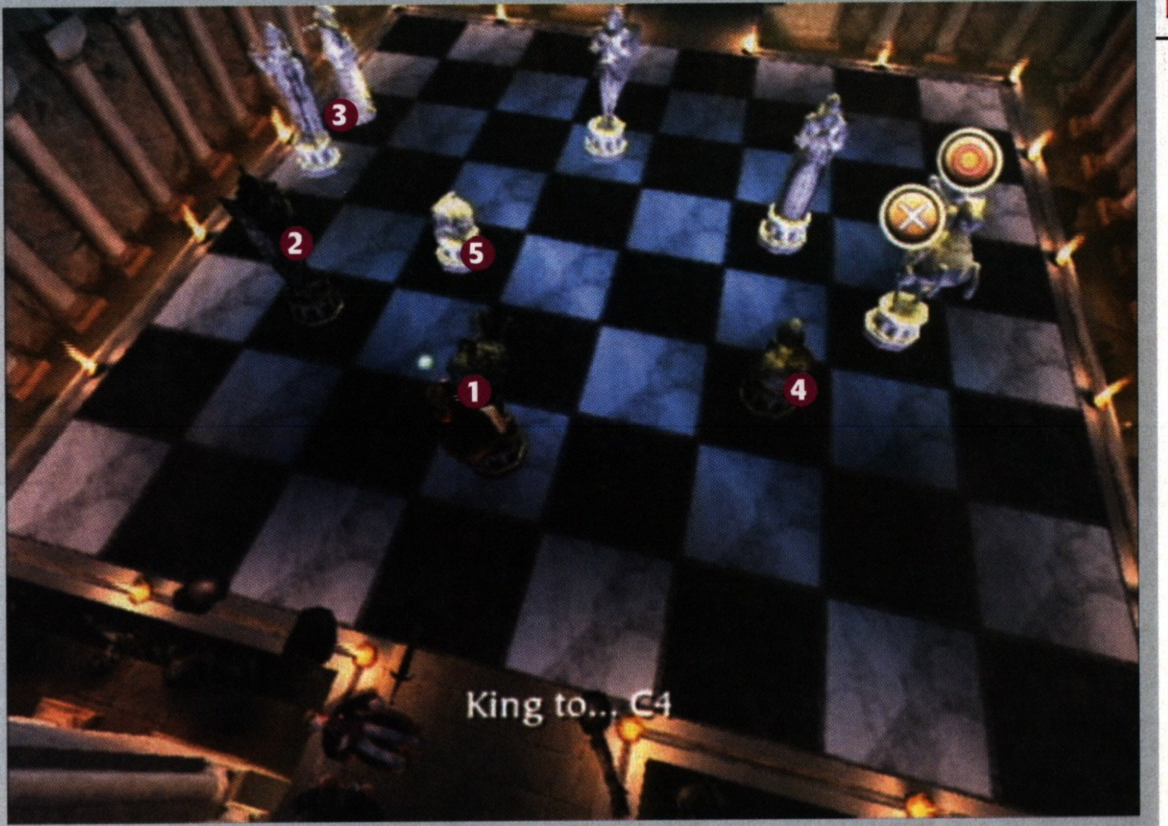


Flipendo, climb up onto the platform leading to the exit and leave.

- Back on the pillar, take the third and last bridge. In the first room, knock the fire-belching statues with a Flipendo spell and walk through. You'll eventually come to a bridge with several of the same statues, only this time they don't stay up as long. Hit them with a powered-up Flipendo spell and walk through them one at a time. Hit the Imps with Flipendo, throw one into the pit and the other in the cage and jump up for a secret area and another card – Beaumont Marjoribanks (33). Turn around, hit the rope with a Diffindo spell, climb down, go up the ramp and cut the rope holding the block with another Diffindo spell. Move the block over the switch, knock the two fire crabs into the pit and walk back collecting the Challenge Shield on the way.
- The cut-scene shows that the third and final statue has moved, so head back and collect the book. Light the other torch with Incendio and the whole pillar moves around. Now you can get that hovering Challenge Shield, as a handy platform lifts up in front of you. Drop down, collect your next Challenge Shield and continue.
- Take all the bonus health from the chests here (you'll probably need it) and, in the next room, pick up another Challenge Shield and a card from the chest – Elfrida Clagg (3). The boss plant in the next room isn't as bad as you'd expect. You'll need to get fairly close to target on the heads, so watch out for its attacks. You can usually tell when it's about to strike, as it starts to shake its head. Target each head individually with R1, then hit it with a Diffindo spell. The two side shoots will temporarily die off with this attack, but when you do it on the stronger central one, it's only stunned. Quickly follow this up with an Incendio spell and the energy will be removed. Repeat this five times and the plant's gone to compost.

PAWN STAR

THE CHESS SUB-GAME CAN PROVE EXTREMELY TRICKY THE FIRST TIME YOU PLAY IT. WE'VE MENTIONED THIS PART OF THE GAME ELSEWHERE, BUT HERE'S A MORE IN-DEPTH GUIDE TO SUCCESSFUL BISHOP BASHING.



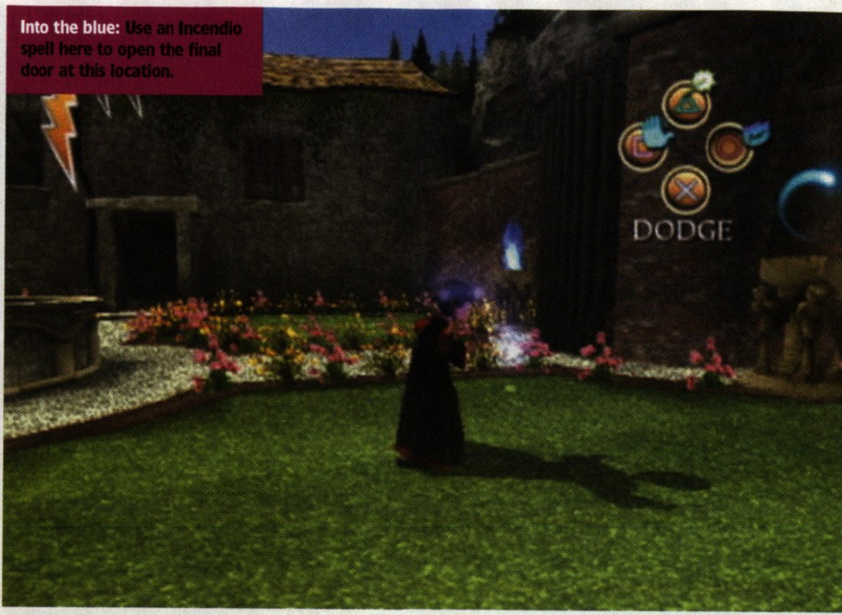
① KNIGHT RIDER Harry's riding on the back of this knight and must be protected at all costs. If you have to lose a piece, make sure it's one of the other two – you can afford to lose them.

② CAUTION Your king is under attack here. You start off this sub-game with three pieces, while your opponent has six, so don't do anything risky straight away.

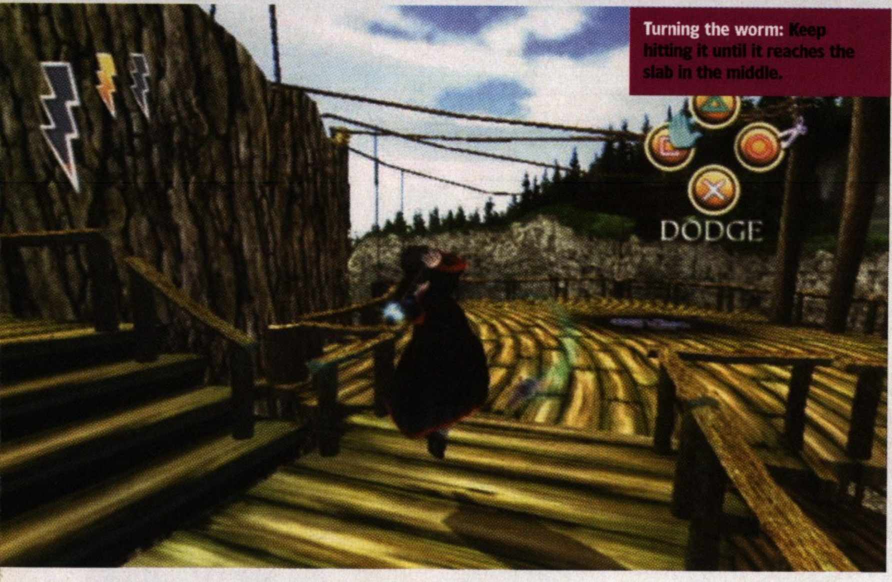
③ GREAT DIVIDE Your opponent will often move their pieces in groups, so that they protect each other. If you can surround a group of pieces, that'll often split them up

④ BIDING TIME Your pawn is looking a bit vulnerable. Always try to keep a two square distance between you and your opponent, then wait for them to make a mistake.

⑤ STRIKE! Aha! There's an opposing piece without any protection. Take it quickly before the reinforcements arrive and scupper your chances of gaining the upper hand.



Into the blue: Use an Incendio spell here to open the final door at this location.



Turning the worm: Keep hitting it until it reaches the slab in the middle.

GET TO GRYFFINDOR COMMON ROOM (SEVENTH FLOOR)

Neville's been cursed by Malfoy and is literally stuck to the floor. Rush up to your common room to help him and he gives you an extra special card – Albus Dumbledore (101).

You'll need to head off now to collect the next set of ingredients for Snape's Potions class. In case you need reminding, you're after Moondew, Puffapod Spores and Flobberworm Mucus. Time to visit Hagrid again...

VISIT HAGRID AT HIS HUT

Hagrid tells you that a Unicorn has been injured in the Forbidden Forest. Although this area is usually out of bounds, you go with him.

FIND POTION INGREDIENT: MOONDEW

You're now in the heart of the Forbidden Forest, and it ain't the most friendly of places. There's a bunch of Hocklumps right in front of you, so use Flipendo first, then finish them off with Diffindo. Go forward, drop down and use Lumos on the two Gytrashs here. Clear the Hocklumps from the entrance to the tunnel, crawl through and the Moondew's found here – there's also another card-carrying chest – containing Leopoldina Smethwyck (70). This place gives us the creeps... let's get out of here!

Meet up with Hagrid, and, after a cut-scene, where you come face-to-face with Voldemort once again, you'll leave the Forbidden Forest. Before you head back to the school, though, cut through the curtain on the right side of the garden for yet another chest – Chauncey Oldridge (38).

POTIONS CLASS (DUNGEON)

If you haven't collected all three ingredients for your Potions class (and the chances are that you haven't), then you really want to do them quickly, or you'll have Snape on your back. You'll have the Moondew now, but you're still missing the Puffapod Spores and the Flobberworm Mucus.

● Head back to the gardens behind Hagrid's hut and use the Diffindo spell on the curtain on the right again. Follow this new corridor through to the end and you come to the Flobberworm itself, but how do you get the mucus out? Easy. Keep hitting him with a Flipendo spell until you've guided him down the walkway and across to the middle of the crusher. Now go down a level, get rid of the Bowtruckles with multiple Flipendo hits and then use the same spell on the target on the crusher. Hit it enough times and viola! One Flobberworm Mucus extraction.

● Go all the way back to the garden and you'll notice that there's now only one blocked off area. If you look closely, you'll also notice that there are two stones plinths – one on each side. Activate the Incendio spell and use it on each one for the gate to be lifted. Carry on until you come out in the main arena, then crawl into the small opening to the hut on the right-hand side.

Throw the three Imps into their cages to remove the bars from a door in the main area, then leave. To the left of this new doorway is another small opening, so crawl through this one for a chest – Oswald Beamish (79)

● Go back out and into the new doorway – it closes behind you. Throw the Gnomes into the tree trunk, then continue on. You've got another one of those plants bosses to defeat, but it's exactly the same as the last one, so hit it first with Diffindo, then follow it up quickly with Incendio.

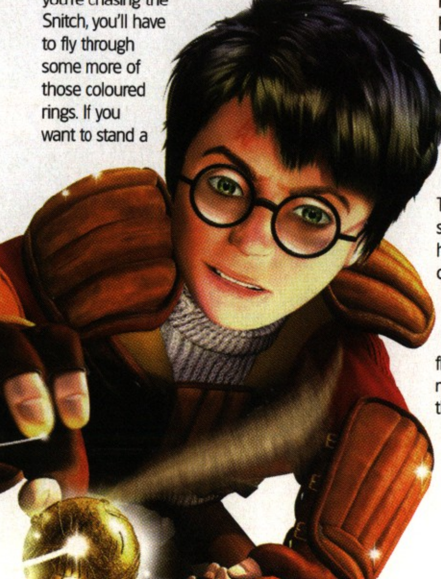
● Carry on around and, at last, you'll get to the Puffapods. Try to avoid the yellow gas it belches out – or, for a trace of Sixties hell, walk right into it – and use Flipendo to explode all three of them. Quickly run forward to collect the spores (bright floating lights) and then you're ready to face Snape in your Potions class.

If you're still after the cards, then continue past where the Puffapods were, jump across the top of the walls and at the end, you'll find two chests containing Honoria Nutcombe (55) and Sacharissa Tugwood (90).

GRYFFINDOR V SLYTHERIN (QUIDDITCH STADIUM)

With Potions class finished for good now, it's time for a bit of sport. Follow Ron to the main gate and then you're off to the Quidditch stadium.

You don't have a whole lot of control over the match, but you are controlling Harry, who happens to be Gryffindor's Seeker. As you're chasing the Snitch, you'll have to fly through some more of those coloured rings. If you want to stand a chance of beating the Slytherin Seeker to the golden ball, then you'll need to go through a fairly high percentage.



After only a short period of time, your broomstick starts to play up. You'll eventually crash it, but fortunately you manage to grab the Snitch just before you do.

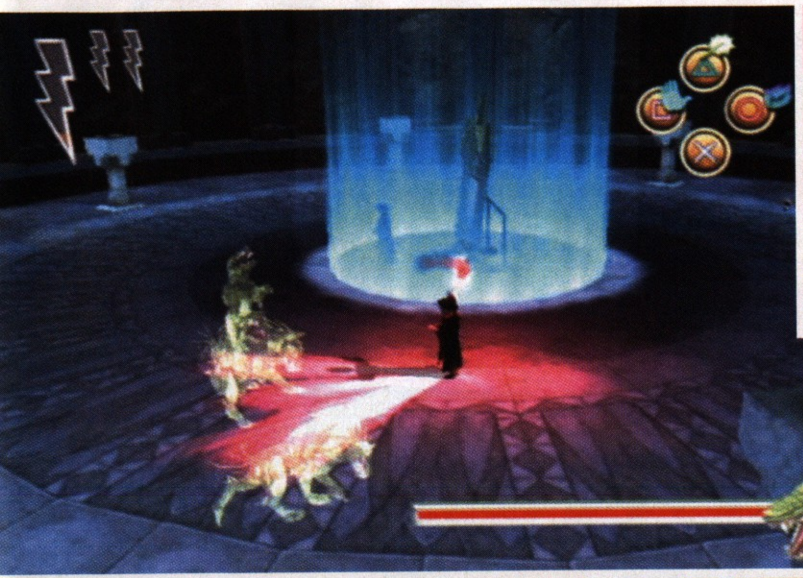
GO TO STAFF ROOM (GROUND FLOOR) AND TALK TO DUMBLEDORE

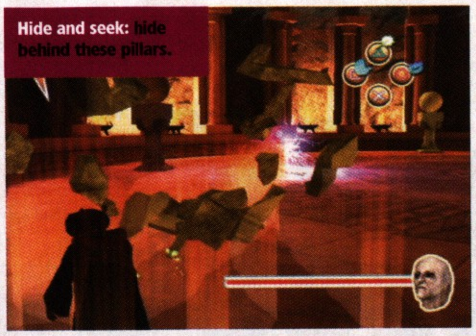
When the match has finished you're back with Hermione and Ron and you've got to go to the Staff Room to report Snape for attempting to throw you off your broomstick with curses. Dumbledore's missing, though, and you suspect that Fluffy, the three-headed dog, was guarding the Philosopher's Stone, so whaddya waiting for?

GO TO THE THIRD FLOOR AND FIND THE TRAP DOOR

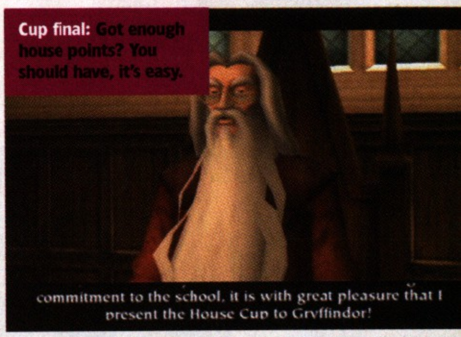
Follow Ron and Hermione to get to the room with Fluffy and the trap door, but it looks like someone's beaten you to it. Harry and Hermione drop down safely, but Ron's been snared by a larger version of the plant boss you came across earlier in the game. You'll need to use the same tactics here to defeat it, so start with Diffindo on the shoots, then use it again on the main head of the plant, but then follow it with a good dose of Incendio. The only dangerous attack it has is when one of the shoots smacks the ground four times. When this happens, try to end up tucked away in one of the corners and you'll miss all four blows. Also keep an eye out, 'cos there's a health-giving toad or two hopping about here.

● For the next challenge, Harry's got to chase a flying key (like you do) to unlock the door to the next chamber. Unfortunately for him (and you), the key's rather fast and you're being chased by hundreds of other keys. On the plus side, though,

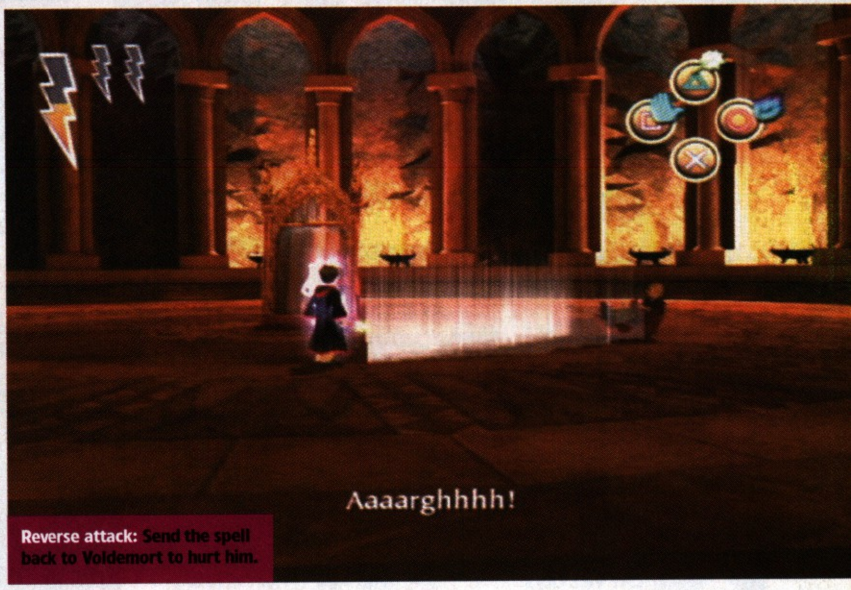




Hide and seek: hide behind these pillars.

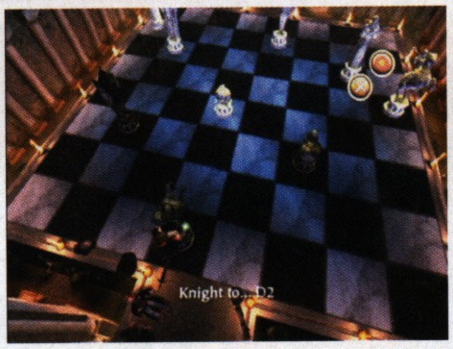

commitment to the school, it is with great pleasure that I present the House Cup to Gryffindor!

Cup final: Got enough house points? You should have, it's easy.



Reverse attack: Send the spell back to Voldemort to hurt him.

ACCELERATE



it's incredibly easy to catch the key, as it will even wait for you if you go off-course.

● The third task is, as you'll soon realise, based on chess – the only real difference is that the pieces only move one space at a time, but they can all move in any direction. Of your three pieces, you can lose the two other ones, but you must protect the one that Harry's sat on at all costs.

The trick to winning the chess game is to make sure that you never move a piece to an adjoining square to your opposition. If you always keep a distance of two squares between you, then you can't have your piece taken, and the computer might make a mistake and move next to you.

Now you're on the final section of the game, and the Stone is almost safe. You'll find out here that it wasn't Snape trying to kill you at all, but Professor Quirrell. Time for a boss battle...

● Quirrell sets a bunch on ghostly monsters after you that behave exactly like Gytrashes – so the tactics for beating them are the same. Unfortunately, Quirrell has an irritating habit of respawning them when you beat one. To stop him doing this, wait until his shield is dropped, then quickly cast a Flipendo spell on him. After a brief cut-scene, you're onto the final battle with Quirrell and Voldemort.

● This final fight took us a while to work out, but we've found a winning strategy. Firstly, get Quirrell to destroy the columns by standing behind one when he launches an attack on you. You'll be safe, but the column should be destroyed. When you've smashed the lot, go to the mirror and 'link' with your parents. The best thing about doing this is that you cannot be harmed by Quirrell's attacks.

● When Quirrell now casts a spell towards you, take the hit (you'll start glowing green), then press any of your spell-assigned buttons to charge up a spell (any one, it really doesn't matter). When Harry begins to glow and your pad vibrates, press ⊗ to release the spell back at Quirrell. Do this five times and he's finished, Voldemort clears off and Harry, as you'd expect, is the hero of the day. No surprises there then...

GO TO HOUSE CUP CEREMONY (GREAT HALL)

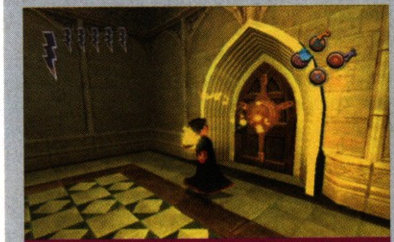
You're back in the Gryffindor common room now, so all you have to do is head down to the great hall to see if you've won the house cup – which you surely have. There's a quick cut-scene, celebrations all round and the credits start to roll. Congratulations, you've passed another year at Hogwarts!

END BIT

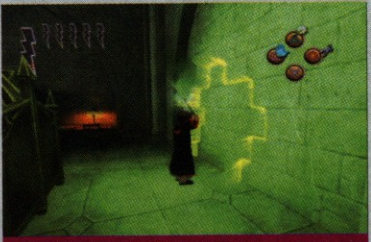
So, how did you do? You should have found all the cards and completed the notice board tasks, but there's sure to be a few things you're missing. Wait until the credits have finished, then reload your game. You've now got some free time to explore the school, check out the rooms you didn't go into and go back to the spell challenges to collect any Challenge Shields you missed. Best of luck. ■

SEEK AND YE SHALL FIND

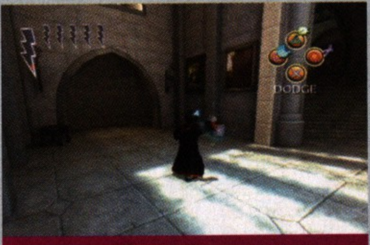
AS YOU'D EXPECT, THERE'S A LOT MORE TO HOGWARTS THAN INITIALLY MEETS THE EYE. HERE ARE A FEW GEMS THAT ARE EASY TO OVERLOOK. THERE ARE A FEW MORE, THOUGH, SO IT'S WORTH CHECKING YOUR MAP AND EXPLORING CAREFULLY.



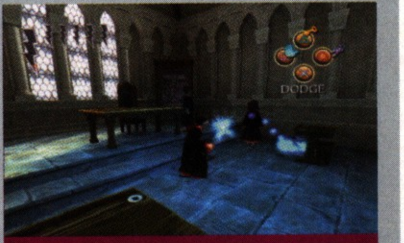
Greta hurry: From the Great Hall, go up the steps, turn to the left and continue round until you reach the door. Use the Alohomora spell on it and, in the following room, you'll find a useful Greta Catchlove (53) card.



Block rocking: When you get to the Library Annexe, head for the bottom left hand corner of the room for a secret area. Use the Lumos spell to reveal the secret wall and push. Inside is a bumper wizard card pack.

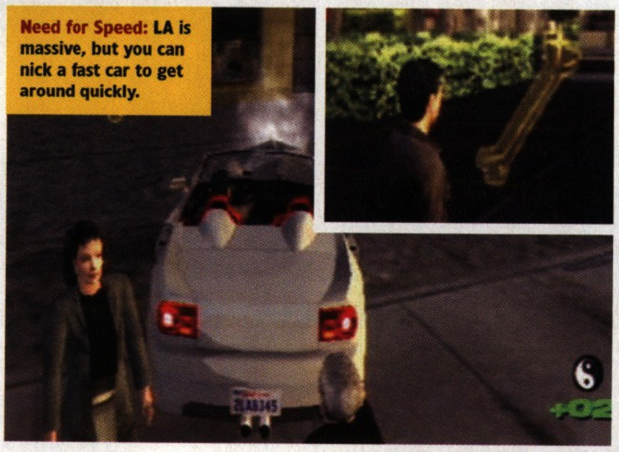


My Godric!: Still in that area, go to the Library itself and shoot the jar near the middle to reveal a golden chest with a Godric Gryffindor (41) card inside it. You'll be glad that you did.



Harry does it Knightley: Head for the History of Magic classroom and destroy the four jars dotted around it. As well as finding some beans, you'll also be rewarded with a Montague Knightley (74) card.

TRUE CRIME™
STREETS OF LA™


Need for Speed: LA is massive, but you can nick a fast car to get around quickly.

DOG BONES

Bow wow wow yippee you yippee yay! Snoop Dogg is in the house! We've found every dogg bone, so you can play as the D-O-Double-G.

Like Vice City's streets, there is plenty to do on the streets of LA after you've completed *True Crime*. You can get 100% of those upgrades, roam the streets solving more crimes or most importantly, unlock Snoop Doggy Dogg. You have to collect 30 Dogg Bones which are lying on back streets, in car parks and in front of shops selling dirty videos. Once you've found all 30, Snoop will be unlocked as a playable character in the Dogg Patrol Mode.

Once you've found one bone, all the rest will appear on the map, but still some are hidden away and can be a right bugger to find. Check out our handy map to see where they all are. Then nick a fast car, follow these instructions and it should take a couple of hours to find them all. You'll be glad that you did...

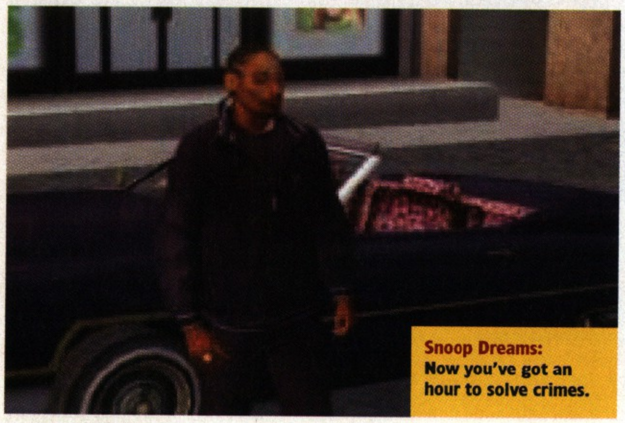
① **Echo Park.** Go back to Driving for Chow and start searching for those bones. The first bone is past 1st St on Broadway. Look for hedges on the left and the bone is behind them, near Hill Street. Now all the bones will appear on the map screen

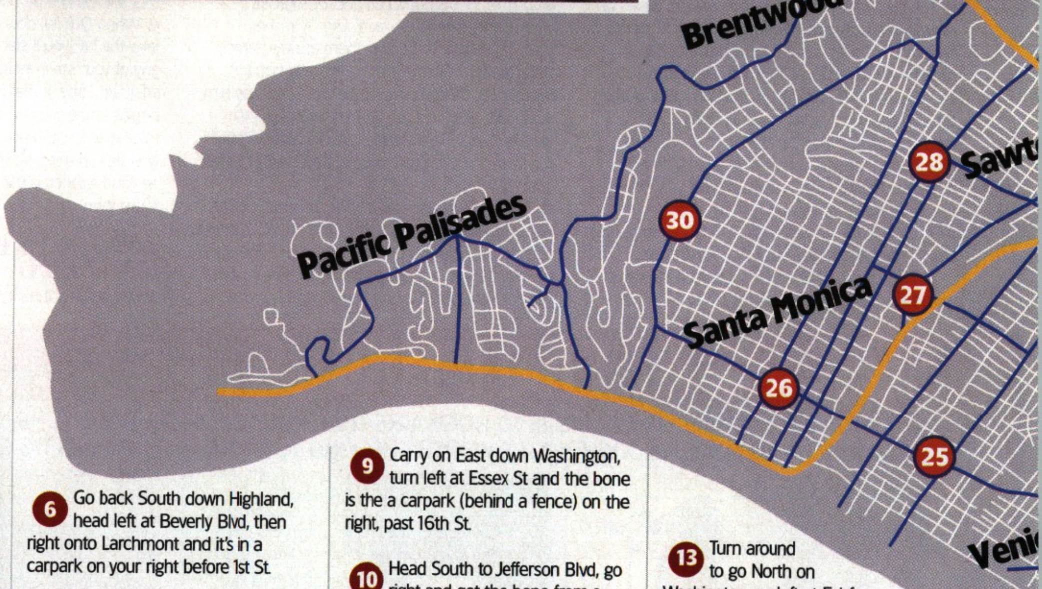
② **Downtown.** Go North on Hill Street, turn left at Temple Street and again at Alvarado St. The bone is on the corner before Court Street.

③ **Silver lake.** Look out for the petrol station on Fletcher Blvd. The bone is by the bike rental place.

④ Drive through the fence at Lily Crest Avenue. The bone is here.

⑤ Heading north up Highland Blvd. On your right, after Sunset, is a carpark surrounded by flags. The bone's in there.


Snoop Dreams: Now you've got an hour to solve crimes.



⑥ Go back South down Highland, head left at Beverly Blvd, then right onto Larchmont and it's in a carpark on your right before 1st St.

⑦ Carry on South on Larchmont, left at 3rd, then right at Plymouth before taking a left at Wilshire and a right up Hoover St. The bone is by a tree near the second petrol station.

⑧ Head back to Wilshire, go left, then go left at Hobart and another left at Washington. Now after Raymond avenue, the bone is by the Girls XXX shop.

⑨ Carry on East down Washington, turn left at Essex St and the bone is the a carpark (behind a fence) on the right, past 16th St.

⑩ Head South to Jefferson Blvd, go right and get the bone from a Fine used Book Store that's on the left between 3rd and 4th St.

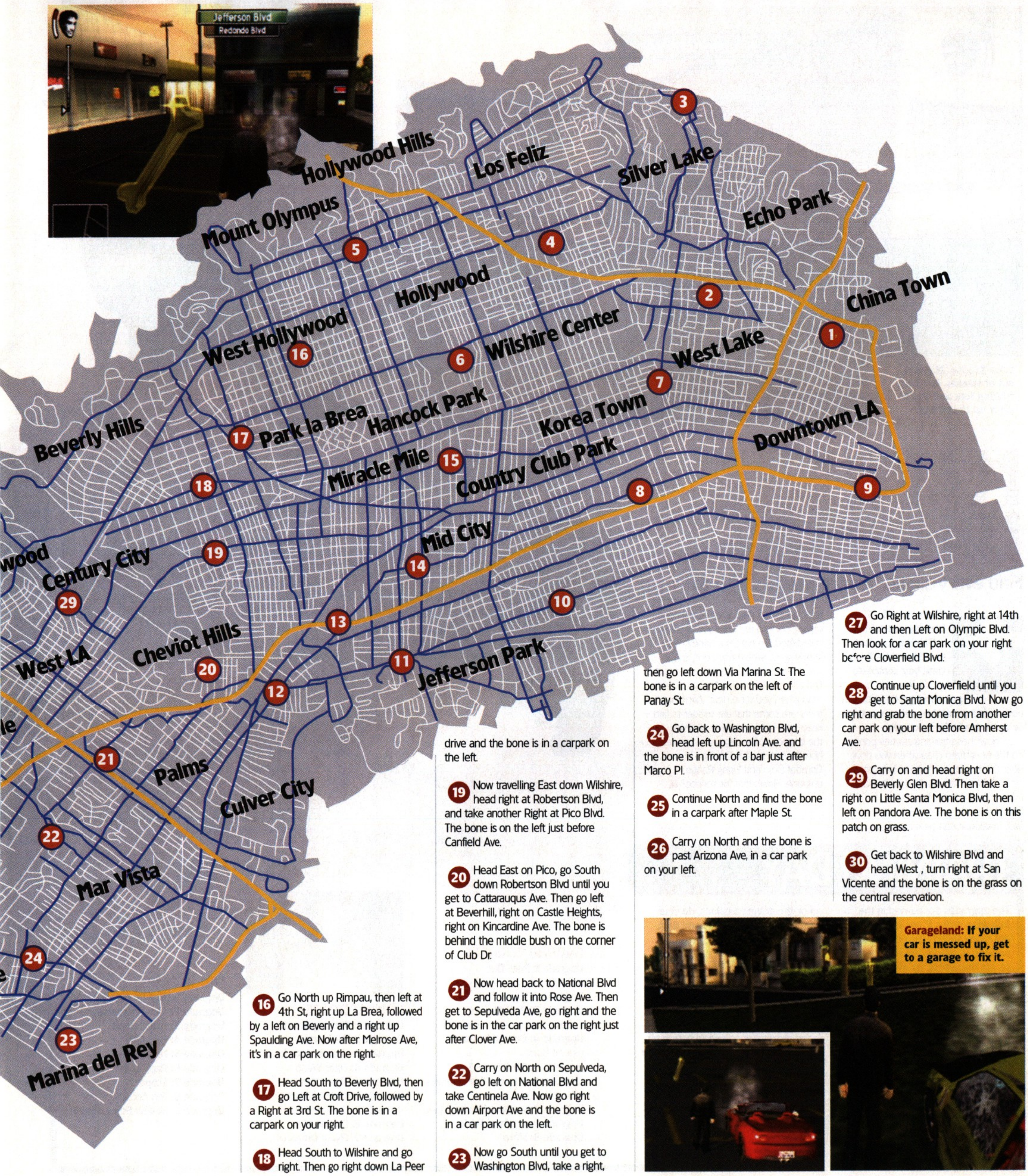
⑪ Carry on down Jefferson and grab the bone from a car park on your left past Alsace Ave.

⑫ Drive down Jefferson and onto National Blvd until you get to Washington Blvd. Head left here and the bone is in a carpark.

⑬ Turn around to go North on Washington, go left at Fairfax and the bone is on your right.

⑭ Go back to Washington Blvd, head west and the none is near a fence after Mansfield Ave.

⑮ Take a left on Vineyard Ave, continue North and take a right on Olympic. Then go Right down Rimpau Blvd and the bone is in the carpark on the right.


Jefferson Blvd
Redondo Blvd

Hollywood Hills
Los Feliz
Silver Lake
Echo Park
Mount Olympus
Hollywood
China Town
West Hollywood
Wilshire Center
West Lake
Beverly Hills
Park la Brea
Hancock Park
Korea Town
Downtown LA
Miracle Mile
Country Club Park
wood
Century City
Mid City
West LA
Cheviot Hills
Jefferson Park
le
Palms
Culver City
Mar Vista
e
Marina del Rey
1
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3
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29

⑯ Go North up Rimpau, then left at 4th St, right up La Brea, followed by a left on Beverly and a right up Spaulding Ave. Now after Melrose Ave, it's in a car park on the right.

⑰ Head South to Beverly Blvd, then go Left at Croft Drive, followed by a Right at 3rd St. The bone is in a carpark on your right.

⑱ Head South to Wilshire and go right. Then go right down La Peer drive and the bone is in a carpark on the left.

⑲ Now travelling East down Wilshire, head right at Robertson Blvd, and take another Right at Pico Blvd. The bone is on the left just before Canfield Ave.

⑳ Head East on Pico, go South down Robertson Blvd until you get to Cattarauqus Ave. Then go left at Beverhill, right on Castle Heights, right on Kincardine Ave. The bone is behind the middle bush on the corner of Club Dr.

㉑ Now head back to National Blvd and follow it into Rose Ave. Then get to Sepulveda Ave, go right and the bone is in the car park on the right just after Clover Ave.

㉒ Carry on North on Sepulveda, go left on National Blvd and take Centinela Ave. Now go right down Airport Ave and the bone is in a car park on the left.

㉓ Now go South until you get to Washington Blvd, take a right, then go left down Via Marina St. The bone is in a carpark on the left of Panay St.

㉔ Go back to Washington Blvd, head left up Lincoln Ave. and the bone is in front of a bar just after Marco Pl.

㉕ Continue North and find the bone in a carpark after Maple St.

㉖ Carry on North and the bone is past Arizona Ave, in a car park on your left.

㉗ Go Right at Wilshire, right at 14th and then Left on Olympic Blvd. Then look for a car park on your right before Cloverfield Blvd.

㉘ Continue up Cloverfield until you get to Santa Monica Blvd. Now go right and grab the bone from another car park on your left before Amherst Ave.

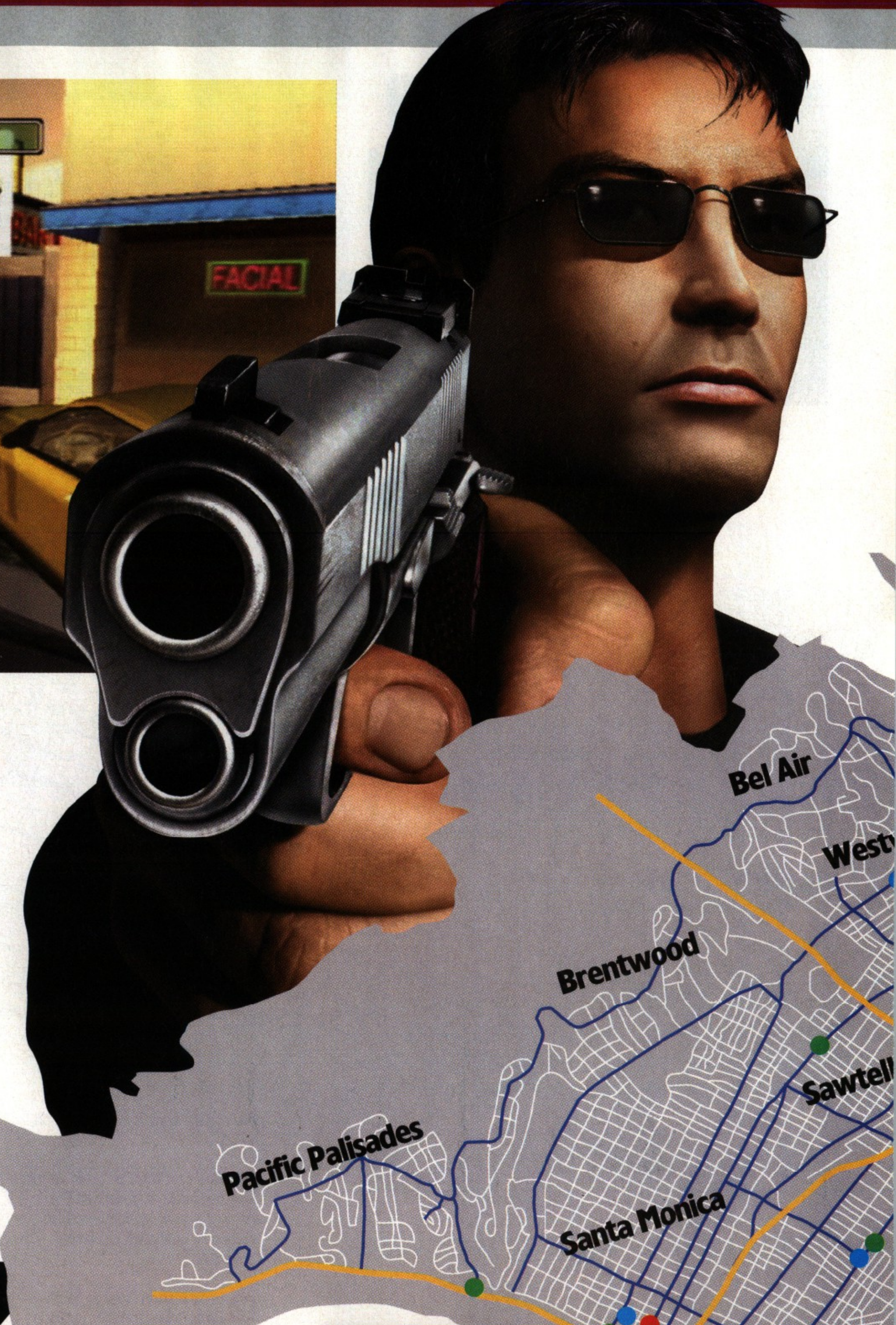
㉙ Carry on and head right on Beverly Glen Blvd. Then take a right on Little Santa Monica Blvd, then left on Pandora Ave. The bone is on this patch on grass.

㉚ Get back to Wilshire Blvd and head West , turn right at San Vicente and the bone is on the grass on the central reservation.

Garageland: **If your car is messed up, get to a garage to fix it.**

Highland Ave
NUDE
FACIAL

Drive Talking: If you're out of shields, just start frisking folk and you'll clock up the points.



MAKE THE UPGRADE

Find every single training mission with this map.

There are 74 training areas in LA – Driving, Combat and Shooting. Every time you complete a mission, you'll get an upgrade, either a new fighting combo, a new car trick or an upgrade for your gun.

Now these training centres pop up on the on-screen map when you drive near them, but you need to be pretty close to find them all. And if you need four more upgrades to make it to 100% before you take on the General in the final mission, it can be rather irritating finding the last few, as you can keep driving back to the ones you've already completed. So here is a handy map showing you where each one is. You won't need instructions on how to get to find all of these as they'll pop up on the map when you drive near them, but there are some that are trickier to find – keep your eyes peeled at all times. At the bottom of the page, you can see how to unlock each Driving Course, Combat Dojo and Firing Range upgrade. How's that for service? ■

TRAINING DAY

The upgrades are earned in the following order. If you haven't got many shields the combat and weapon upgrades are more useful, so get these first. As mentioned in our walkthrough last month, they are all pretty simple. Just a case of following the instructions.

For the driving missions, do your manoeuvre at the start and then concentrate on getting around without hitting the obstacles (And by the way, during the Two Wheels trick, you can squeeze past the cones on four wheels). Make sure you use the bullet time style precision aiming in the Firing Range and remember to reload before all the bullets run down. And finally for the combat missions, place your fingers over the buttons you need for the combo, use low kicks and then hit your combo. ■

DRIVING COURSES

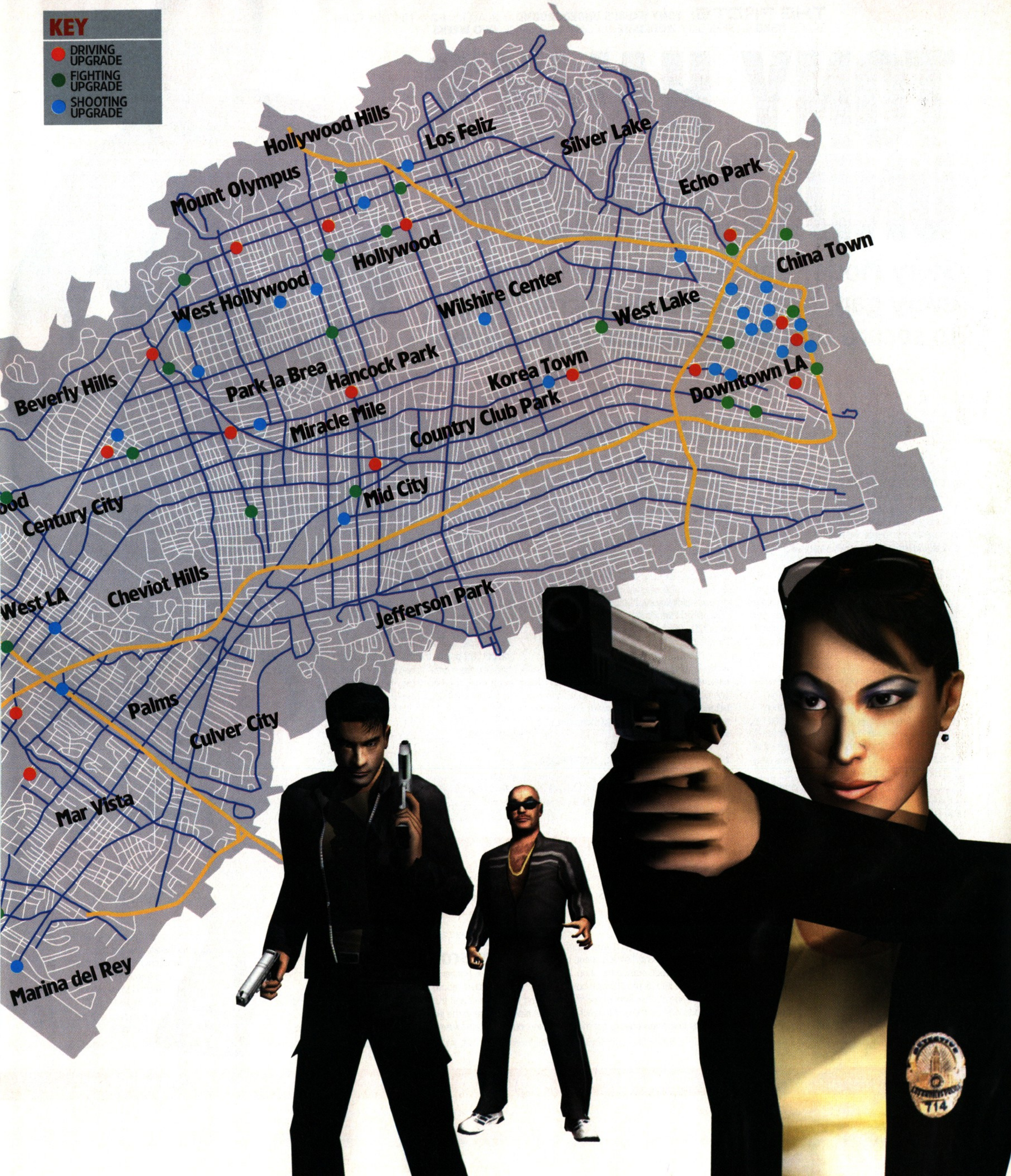
Upgrade 1: Peel-Out
(Wheelspinning acceleration)
Upgrade 2: Rapid Stop
Upgrade 3: P.I.T. Movers
(Stops getaway cars immediately)
Upgrade 4: Downshift Boost
(Speed Burst)
Upgrade 5: 90 Degree Turn
Upgrade 6: Forward Switchblade
(Like a Donut)
Upgrade 7. Backward Switchblade
Upgrade 8: 2 Wheel Trick
Upgrade 9: Nitro

COMBAT DOJOS

Upgrade 1: Running Attack
Upgrade 2. Back Attack
Upgrade 3: Ground Attack
Upgrade 4: Tiger Weep
Upgrade 5: Tiger Claw
Upgrade 6: Leaping Tiger
Upgrade 7: Dragon Kick
Upgrade 8: Dragon Fist
Upgrade 9: Flying Dragon

FIRING RANGE

Upgrade 1: Dual Target Aim
Upgrade 2: Aim Assistance
Upgrade 3: Fast Reload
Upgrade 4: Fast Aim
Upgrade 5: Laser Sight
Upgrade 6: Flash Light
Upgrade 7: Scope
Upgrade 8: Top Accuracy
Upgrade 9: Hollow Point Ammo


KEY
● DRIVING UPGRADE
● FIGHTING UPGRADE
● SHOOTING UPGRADE
Hollywood Hills
Los Feliz
Silver Lake
Mount Olympus
Echo Park
Hollywood
China Town
West Hollywood
Wilshire Center
West Lake
Hancock Park
Park la Brea
Korea Town
Downtown LA
Beverly Hills
Miracle Mile
Country Club Park
Mid City
ood
Century City
Cheviot Hills
West LA
Jefferson Park
Palms
Culver City
Mar Vista
Marina del Rey
DETECTIVE
714

THE FACTS: **TONY HAWK'S UNDERGROUND** ● PLAYERS **1-2** ● MEMORY CARD SPACE **115KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **TWO WEEKS**

TONY HAWK'S UNDERGROUND

Story Mode? Pah. This time we're nailing every gap, hidden tape and secret trick to secure that elusive million point combo.

THE MILLIONAIRE'S CLUB

YOUR FIVE STEP GUIDE TO MAKING A MILLION POINT COMBO

You can't consider yourself a decent *THUG* player until you've nailed a million points in a combo. Yes, a seven digit score in a single flowing chain of tricks, not just over a two minute spell punctuated by clumsy bails. To help you reach the magic target, here's the hardcore secrets of the scoring system so you can maximise your combo potential.

1) Jump over natural breaches in the terrain, called Gaps, during a combo to receive an additional points bonus and build the multiplier. Gaps include large leaps between ledges, gaps between bowls and the curved 'roll in' section of bigger half pipes. (See a full list of Gaps on the following pages)

2) Kick off each combo with a high scoring Special move (maybe a Create-a-Trick). We tend to favour building the Special bar, then pulling an Aerial special like a 900˚, before reverting into a standard manual roll combo. Pull the hardest tricks at the start of a combo, before the manual balance bar becomes ultra-sensitive, then finish off with a string of quickfire hidden Flatland combos (see list) to build the multiplier.

3) As stated, tricks score higher when you are spinning, with a list of associated multipliers below:

DEGREE	MULTIPLIER
180	1.5
360	2x
540	3x
720	4x
900	5x

A basic kickflip worth 100 points, would score 150 points if performed 180˚. Or 400 points as a 720˚. Don't forget, you get +1000 points for a Perfect landing.

4) Performing tricks Fakie (when moving backwards) or Nollie (front foot on nose of board) boosts the value of each trick as shown below. Press L2 to move between Nollie, Fakie and Pressure flip stance. R2 to move into Switch stance.

MOVE	MULTIPLIER
Switch	1.2x move
Nollie	200 + (2x move)
Fakie	240 + (2.4x move)

5) A point of caution. Each time you perform a move during a combo, you receive fewer points than you did previously. For example, the first time you pull a kickflip you get 100 points, the second 75 and the third 50. The moral? Vary your tricks as much as possible, possibly moving methodically across the eight D-pad directions, to maximise your scores.

PERFORMED	DEGRADATION
1st	100%
2nd	75%
3rd	50%
4th	25%
5th +	10%

HOW TO FIND THE OLD SCHOOL TAPES...

TO UNLOCK SOME CLASSIC LEVELS FROM THE *THPS* SERIES, INCLUDING VENICE BEACH AND HANGAR, COLLECT THE FOLLOWING TAPES.

NEW JERSEY

To get the School 2 level, you'll need to make the transfer Gap at the back of the station, on the far left hand side. You need to build up your special bar, and get BIG air to nab it. Alternatively, you can reach it by ollieing onto the hospital roof from the street, then getting off your board mid-air and using your hands to shimmy across.

HAWAII

To get the Venice beach level, you'll need to find the small smoking Tiki God statue at the back of the main street, outside the shop. Face it directly, then Ollie into its mouth while holding grind. You'll appear in a cylindrical portal to hell, and need to ollie off the end to reach the secret tape. It may take a few goes to get the correct line, but persevere and you'll get it eventually.

MOSCOW

The Hangar tape is in a secret corridor, in a hallway above the main streets (between the tanks and the banks). You'll need to leap up and smash the glass to discover the secret hallway. Skate towards Lenin's Tomb (by the tanks), then climb onto the building. On the roof, skate towards the adjacent red building then ollie through the large second story window to the right. Head upstairs to nab the last tape.

BEAT THIS → TRY TO NAIL A MILLION POINT COMBO ON ANY LEVEL. THE CATCH? NO FLATLAND TRICKS ALLOWED.

HOTTER THAN HELL

THE SECRET LEVEL AND KISS CONCERT REVEALED.

SCORE 25
SPECIAL

For king and gantry: **Make sure you've boosted your ollie stats before jumping.**

The tape's floating above the highest gantry in the middle of the level. Head to the stage-area where the concert takes place in the centre of the level. You can see three blacked out doors below the stage. Take the one on the right. You'll magically appear on the gantry, then turn around and look up to see the tape. Move back, get some speed, then use the natural angle of the gantry.

SECRET TAPES

You could just use the Unlock all Videos cheat, but where's the challenge in that? Oh, suit yourself.

NUMBER OF TAPES	UNLOCK
Three	Video: Bails 1
6	Video: Bails 2
All	Video: Always Hard

CHEAT CODES

THE FOLLOWING CODES SHOULD BE ENTERED IN THE CHEAT CODES MENU.

CODE	CHEAT
getitup –	Moon gravity
noforce –	Moon physics
keepitsteady –	Perfect manuals
letitslide –	Perfect rail balance
digivid –	Unlocks all movies
holeshot –	Unlock special sounds
getemall –	Unlocks all skaters

* The cheats can be turned on or off through the start menu.

SECRET SKATERS

SEEN THE ZOMBIE CHARACTER IN THE INTRO MOVIE? NOW PLAY AS HIM.

PLAY AS	HOW
Iron Man	Beat Beginner Story Mode
Gene Simmons (Kiss)	Beat Normal Story Mode
T.H.U.D.	Beat Sick Story Mode
20 Pedestrian Skaters	Get All Gaps

UNLOCKABLE SECRETS

A TEDIOUS, YET WITHERINGLY COMPREHENSIVE GUIDE TO *THUG*'S GOODIES

UNLOCKABLE	HOW TO UNLOCK
Always Special	Complete 129/129 Goals.
Cool Specials	Complete 129/129 Goals.
Flame (While Grinding)	Complete 129/129 Goals.
Kid Mode	Complete 129/129 Goals.
Moon Gravity	Complete 129/129 Goals.
Perfect Manual	Complete 129/129 Goals.
Perfect Rail	Complete 129/129 Goals.
Perfect Skitch	Complete 129/129 Goals.
Rollerskates	Complete 129/129 Goals.
Alternate Ending	Complete Story Mode Twice.
Create-a-Deck Mode	Beat "Slamma Jamma" on Story Mode
Gene Simmons	Complete Story Mode on Normal difficulty.
Hotter Than Hell	Beat story mode on any skill level.
Iron Man	Complete Beginners Story Mode
Level: THPS2 Hangar	Find old skool icon on Moscow map
Movie: Always Hard	Find 9 secret tapes
Movie: Bails 1	Find 3 secret tapes
Movie: Bails 2	Find 6 secret tapes
Movie: KISS Concert	Activate K-I-S-S letters
Pedestrians	Find every GAP in the game
School 2	There's a red icon by the rear quarter pipe section of the New Jersey train station.
THUD	Complete story mode on SICK difficulty
Venice Beach	There's a small smoking Tiki god statue at the back of the town in front of a shop. Ollie into it and hit triangle.
Hotter Than Hell	Beat Story Mode
School II (THPS 2)	Get Old Skool Icon (New Jersey)
Venice (THPS 2)	Get Old Skool Icon (Hawaii)
Hangar (THPS 2)	Get Old Skool Icon (Moscow)

Old school: **The original Tony Hawk levels are designed tighter than their modern equivalents.**

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

HIDDEN COMBOS

Now we tell you how to hit the max...

WHAT ARE THEY?

You can switch between tricks using hidden button presses, moving between, say, a 5-0 grind to Noseslide effortlessly by tapping ◬ then ⊡. Not only do they look cool, they're a great way to boost your combo muliplier and score big.

HOW DO YOU DO THEM?

Find a full list of hidden combos below. As a general rule, just tap combinations of the face pad buttons to access new permutations, varying the combination for maximum scores.

GRINDS

⊡, ⊡	Smith
⊡, ◬	Tailslide
⊡, ◎	5-0
◎, ◎	Crooked
◎, ⊡	Bluntslide
◎, ◬	Nosebluntslide
◬, ◬	50-50
◬, ⊡	Noseslide
◬, ◎	Nosegrind

EXTRA GRINDS

These are performed by pressing the direction listed then tapping ◬, ◬.

↑	Nosegrind to Pivot
↓	5-0 Overturn
←	Hurricane
→	Salad
↖	Hang Ten Nosegrind
↗	Crail Slide
↙	Double Blunt Slide
↘	Darkslide

FLATLAND

Begin a manual roll, then use the following button presses to move into a Flatland trick. The hidden combo chain moves from left to right across the grid. Use the commands on the left to access the move in the second column, then tap ⊡, ⊡ to modify the trick as signified by the sub list in the third column.

COMMAND	TRICK	SUB-TRICK
⊡, ⊡	Half Cab	Impossible 360 Fingerflip
⊡, ◎	Anti Casper	Anti Casper Flip
⊡, ◬	Casper	Casper Flip
◎, ◎	Handstand	Handflip
◎, ⊡	To Rail	Rail Flip
◎, ◬	One Foot Manual Impossible	Half Cab
◬, ◬	Pogo	Wrap Around
◬, ⊡	Truckstand	Truckstand Flip
◬, ◎	Switch Foot Pogo Transfer	Half Wrap Tuck
←, →, ⊡	Spacewalk	360 Finger Flip

INVERTS & STALLS

Inverts are performed on halfpipes or quarterpipes by tapping the grind button as you approach the lip. Starting with any Invert or Stall, you can combo into another Invert by pressing any combination of two buttons, as shown below. Unlike Flatland moves, you can't tap grind, grind to mutate the trick, before launching seamlessly into another stall.

INPUT	INVERT	STALL
⊡, ⊡	Disaster	One Foot Invert
⊡, ◎	Rock to Fakie	Eggplant
⊡, ◬	n/a	n/a
◎, ◎	Axle Stall	Gymnast Plant
◎, ⊡	BS Boneless	Varial Invert to Fakie
◎, ◬	n/a	n/a
◬, ◬	FS Noseblunt	Invert
◬, ⊡	FS Nosepick	n/a
◬, ◎	Blunt to Fakie	Andrecht Invert

THAT MEANS ABSOLUTELY NONE. NOT EVEN A LITTLE ONE. ■

HOW TO FIND THE SECRET TAPES

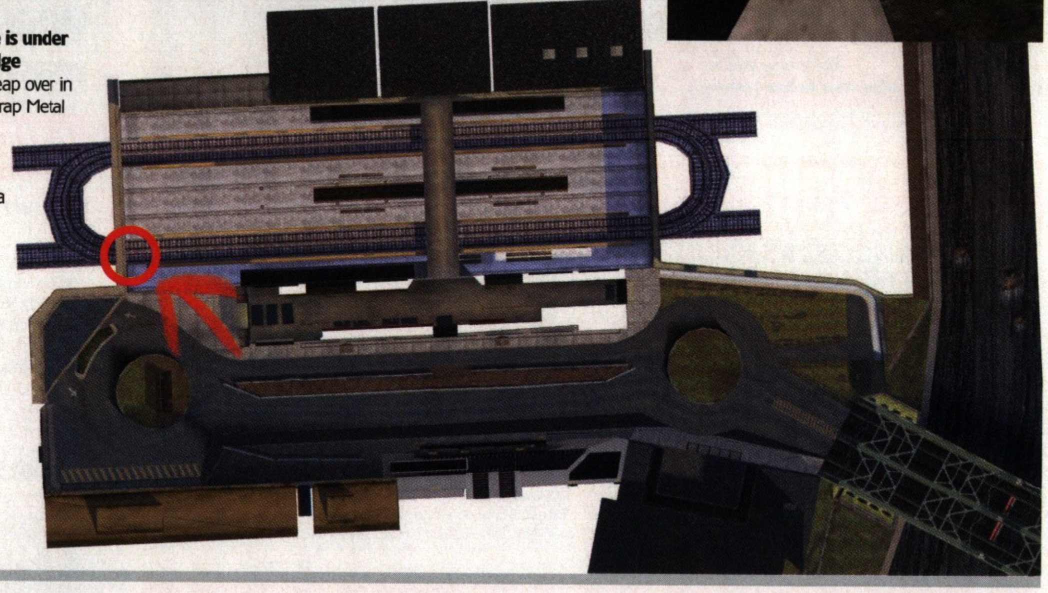
NEW JERSEY

A BLUEPRINT OF THE COSY FIRST LEVEL, COMPLETE WITH SECRET TAPE LOCATIONS. WE'RE GOOD LIKE THAT.

4650
SPECIAL

Under the bridge: Just watch your footing.

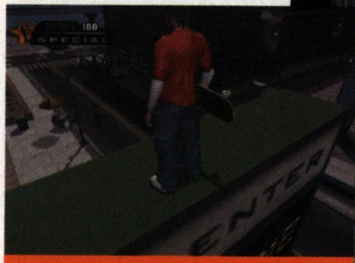
The first tape is under the huge bridge (the one you leap over in the Get the Scrap Metal mission) connecting the main area and the train station. Approach the bridge from the main area side, then get off your skateboard and walk onto the grass to the left of the bridge. You should see a small concrete walkway under the bridge with the tape. Easy.



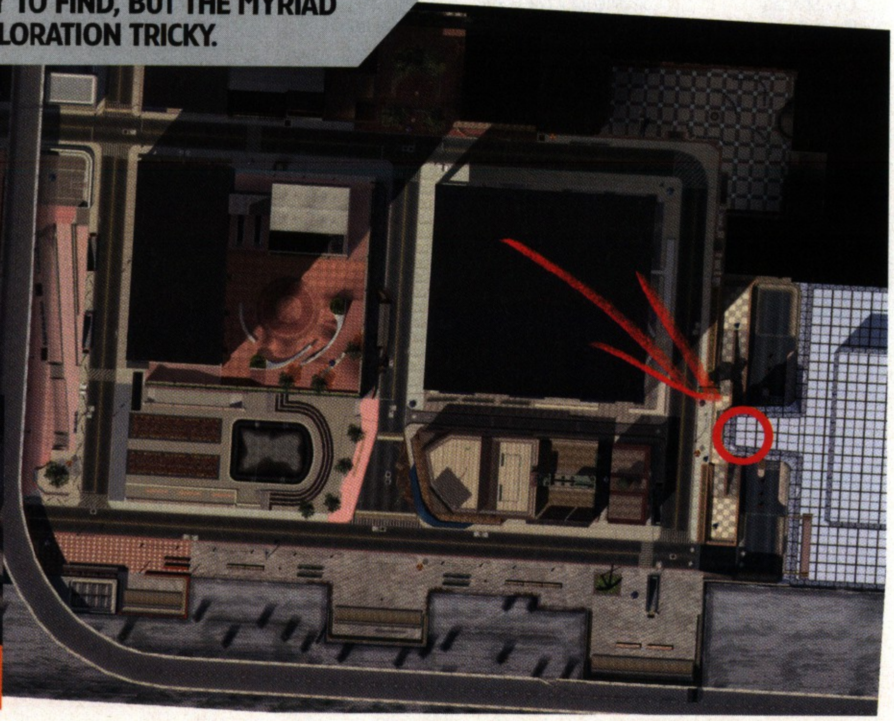
MANHATTAN

THE SECRET TAPE IS EASY TO FIND, BUT THE MYRIAD BACKSTREETS MAKE EXPLORATION TRICKY.

Skate to the waterfront, near the bowl area on the far left. Turn your back to the sea. The secret tape is on the right hand side of the level (which you should be facing) on the suspended billboard thing. Skate to the billboard (it's in front of the huge glass building), then stop and look up. You should spot a ladder, which you can climb, then double jump to shimmy across and get the tape.



Peer pressure: Get off your board and clamber up with double jumps.



COMPLETE GAPS LIST

There are 488 gaps, and you'll need to nail every one to unlock the 20 playable pedestrian skaters. You need to leap, grind or spine transfer over each gap to claim the points.

KEY
– R2R means a ramp to ramp jump.
– Reverse means that you need to perform the gap backwards. For example, instead of jumping from "Rail 2 Ledge" you go from "Ledge 2 Rail". Obvious, really.

NEW JERSEY
1. On The Pipe Again (grind)
2. Factory Rail Lip
3. Hidden Factory Lip
4. Hotfoot! (grind)
5. Low House Lip
6. On The High Wire (grind)
7. Rail2Rail (grind)
8. Barrier (grind)
9. Bench Hop (grind)
10. Clinic Hop (grind)
11. Crazy Train Spine
12. Grind Over Sewer
13. High House Lip
14. Low House Shuffle
15. On The Gutter (grind)
16. Playground Spine
17. Spine Over Sewer
18. TOMBSTONE (lip)
19. Tri-Level Transfer (Grind)
20. Vert Over Sewer
21. Get Around To It (grind)
22. Spining Down The House
23. Arson Investigation (lip)
24. Conditioned Response (lip)
25. Crooked Factory Spine
26. Ridin' High On Hog (grind)
27-30 Train Transfers (X4 Gaps – air)
31. Transferring The House (air)
32. Raised The Roof (air)
33. Cleared The Bridge (air)
34. You earned that $5

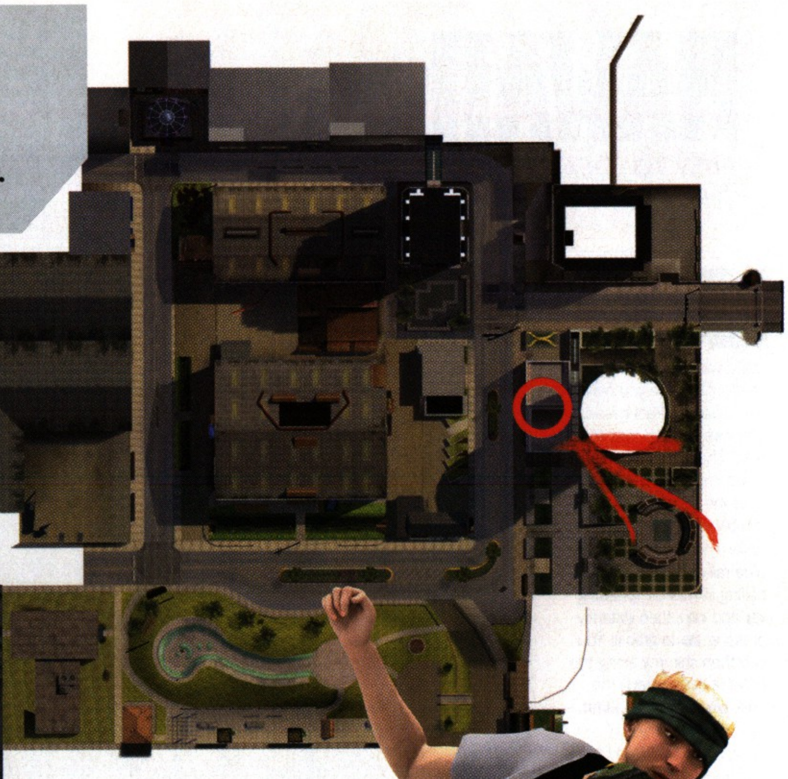
MANHATTAN:
1. Morph Lip
2. Bench Hop (grind)
3. Caught In The Act (grind)
4. Craven Moorhead (grind)
5. Credit Check (lip)
6. Hittin' The Pipe
7. Ledge Hop
8. Light 'Em Up
9. Off Cars (grind)
10. On Break
11. On Cars
12. Rail Hop
13. Wire Hop
14. Across The Street
15. Alley Gap
16. Around We Go
17-18. Bench 2 Ledge (or 2 Rail)
19. Can I Please Have Some Shoes (grind)
20. Chase Hop (grind)
21. For The Workers (grind)
22. Fountain Hop (grind)
23. Freeway Stall
24. Get Me Outta Here! (lip)
25. Ghost Dog!! (air)
26. Human Fly
27. Javits Gap
28. Junk In Da Trunk!
29-30. Ledge 2 Bench (or 2 Rail)
31. Market Crash (Grind)
32. No Train For You! (Manual)
33. Out The Window
34. Pyramid Jump (grind)
35-36. Rail 2 Bench (or 2 Ledge, Reverse)
37. Shall I Push The Button (grind)
38. Some Assembly Required (grind)
39. Wire 2 Ledge
40. Back And Fourth (grind)
41. Bling Bling!!
42. Look Out Below
43. To The Banks!
44. Extreme Stall (lip)
45. High Lip
46. Mike Valley (air)
47 Waterfront Grind
48. Who's Your Daddy?
49. Bust'N Out (air)
50. Going The Distance (grind)

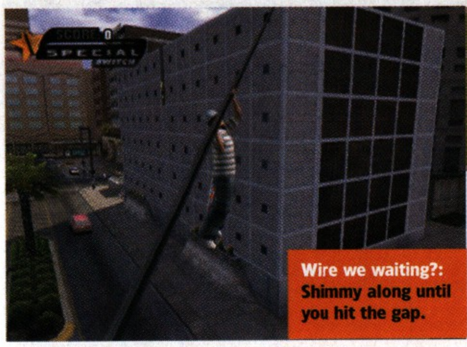
TAMPA BAY
1. Bench Hop

TAMPA

THE SECRET TAPE IS HARD TO FIND. OR, RATHER, IT WAS...

From the start, keep on the main road and head towards the waterfront side of the level where Bam Margera hosts the party boat mission. As the road loops, get off your board and look for a building behind you with the 'Private Detective and Drycleaners' sign. Climb onto the roof, and use the wire on the corner to shimmy over the road to the building above. Bingo.



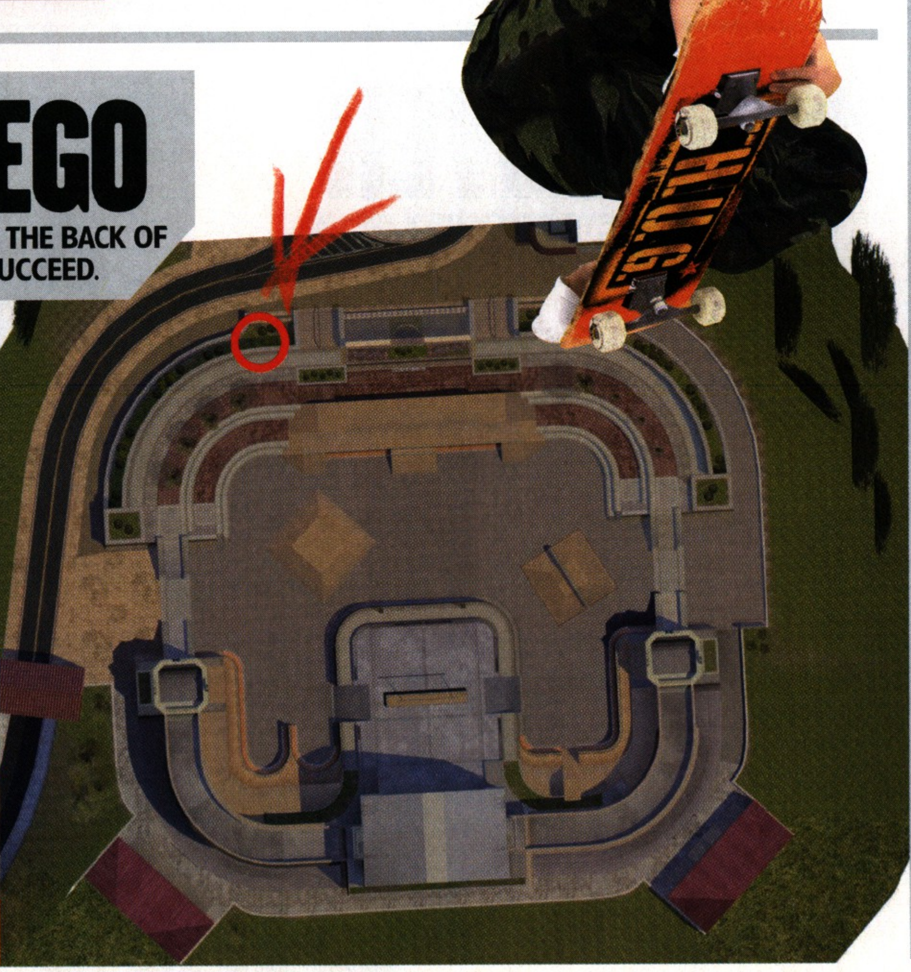


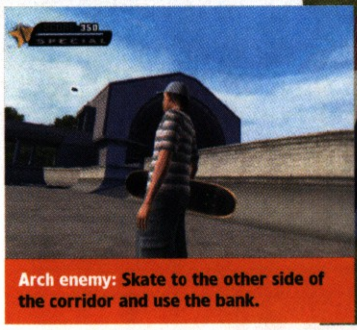
Wire we waiting?: Shimmy along until you hit the gap.

SAN DIEGO

YOU'LL NEED TO EXPLORE THE BACK OF THE COMPO COURSE TO SUCCEED.

At the start, go straight until you hit the road, then continue left. Eventually you should hit the big central area where they hold the competition. Run up the steps to see the tape in the distant sky, above the archway. Leap through the tunnel, then use the quarter pipe at the back to leap 90˚ parallel onto the roof. If you want, bail off mid-air (L1 and R1) to avoid slamming. Use the ramp on the roof to reach the tape.





Arch enemy: Skate to the other side of the corridor and use the bank.

GAPS LIST CONTINUED

2.	Ledge Hop
3.	Picnic Pop
4.	Pipe 2 Pipe
5.	Pipe 2 Rail
6.	Planter Pop
7.	Rack Up (grind)
8.	Rail 2 Pipe
	Reverse Pipe 2 Rail
9.	Rail Hop
10.	Rail Up
11.	Wet Beaver (air)
12–13.	Bank Break-In(and Out)
14.	Bart's Chili (Air)
15.	Bart's Sausage Melt (Air)
16.	Blue 10
17.	Chapin Gap
18.	Cheese'N Eggs (air)
19.	D'Amato Lip
20.	Fine Art Appreciation (grind)
21.	Inspector Ledge
22.	Ledge 2 Rail
23.	Over The Bank
24.	Pipe Lip Gap
25.	Porterhouse T-Bone and Eggs (air)
26+27.	Power Down (and Up)
28.	Rail 2 Ledge
29.	Ride 2 Pipe
30.	Ride 2 Rail
31.	Rob's Patty Melt Plate (air)
32.	SPoT Bowl Transfer
33.	SPoT Channel
34.	SPoT Sign Grind
35.	Waterway Grind
36.	Waterway Manual
37.	Wilt's Soup Of The Day (air)
38.	Wire 2 Wire (grind)
39.	Alex's Iced Tea (BIG AIR)
40.	Big SPoT Channel
41.	Bro Bowl Grind
42.	Cheesesteak Omlette (Grind)
43.	Chopsteak Dinner (air)
44.	Gaping Wallride
45.	Johnny's Chicken Melt (Grind)
46.	Pecan Waffle (Grind)
47.	SPoT Wire Bridge (grind)
48.	Wallplant Combo

SAN DIEGO

1	Bank to High Bar (grind)
2.	Channel Planter R2R High
3.	Lofty Grind!
4.	9 1/2 point landing (grind)
5.	Balcony Hopping! (grind)
6.	Lip The Lights!
7.	Lofty Lip
8.	Rail 2 Rail
9.	Concrete VS. Metal (grind)
10.	Hey...Nice Spear! (grind)
11.	10 Point Landing!
12.	Big Ledge Hop (grind)
13.	Big Rail 2 Rail
14.	Channel Planter R2R Low
15.	East Exit R2R
16.	Flag Flyin' (grind)
17.	Founder's R2R East Lil'
18.	Founder's R2R West Lil'
19.	High Wire Act
20.	North Side Bell R2R
21.	Over The Horse! (Air)
22.	Sawhorse Gap!
23.	South Side Bell R2R
24.	Theatre Arm R2R West High
25.	West Exit R2R
26.	Theatre Stairs East R2R
27.	Theatre Stairs West R2R
28.	Big Organ Side Stage R2R High
29.	Down The Horse's Spine!(air)
30.	Founders' R2R East Big
31.	Founders' R2R West Big
32.	Over The 20 Set (air)
33.	Rooftop Arch Manual
34.	Steeple Lip!
35.	Theatre Arm R2R West Low
36.	Tower Jump
37	West Exit R2R Loose
38.	Atrium Gap!
39.	Big Organ Side Stage R2R Low

HAWAII

1.	Bench Hop
2.	Bowl Transfer
3.	Breakwater Hop
4.	Chainlink Transfer
5.	Ledge Hop
6.	Planter Pop
7.	Rail Hop
8.	88 Bowl
9.	Air Bowl
10.	Awning Hop

GAPS LIST CONTINUED

11. Banyan Tree Grind
12. Bench 2 Rail
13. Big Tree Transfer
14. Branch 2 Branch
15. Grab a Branch
16. Kayak Hop (grind)
17. Park and Ride Pop
18. Rail 2 Bench
19. Surf's Up
20. Tube Bowl
21. Wavy Roof Gap
22. Welcome To Wallows (Air)
23. Big Surf Suicide!
24. High Lip
25. Kalakaua Ave Gap (air)
26. Nuthin' But Net
27. Off The Walls Manual
28. Off The Walls Manual Rewind
29. Off The Walls Transfer
30. Pink Pad Manual
31. Pink Place Entrance (air)
32. Pink Roof Transfer
33. Planter Grind
34. Pool Drop
35-38. Ludicrous Spine Transfers.
39. High Wire
40. Holy Hotel Gap!
41. Wallows 3 Bowl Combo

VANCOUVER

1. 1500 Georgia Banks Rail
2. Golden Rail
3. Slam City Wire
4. Top Loop
5. Offwire
6-9. SJ 2 (something)
10. SJ Rail 2 Rail
11-12. Out Of Hotel Across Street 2 Truck
13. Beak Rail
14. Claw Rail
15. Court Pool (grind)
16. Hawkbowl Rail
17 Hawkbowl Transfer
18. Hawkwing Transfer (air)
19. Hotel Goodmount Front.
20. IN (grind)
21. Judge Pool
22. Ledge Hop (grind)
23. Museum Drop (air)
24. OUT
25. Over The Dome (air)
26. Pagoda Transfer (air)
27. Plaza Pool
28. Rail Hop (grind)
29. Round Fountain (air)
30. Superior Pool
31. Superior Small Rail
32. Superior Staircase rail
33. Then Up To Slam City (grind)
34. Triple Transfer
35. Walkway Rail
36. Wing Rail
37-39. BC Transfers
40. Front Desk Manual
41. High Hotel Drop (grind)
42. Hotel 2 Dome
43. Hotel 2 Superior Court
44-46. Superior Spines
47. THROUGH
48. Through Hotel High (grind)
49. 2nd Floor Spine
50. Garden Spine
51 Goodmount Transfer(air)
52. High Lip
53. Plaza Spine
54. Ramp Transfer
55-56. Hockey Scores

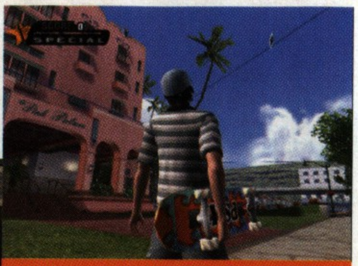
SLAM CITY

1. Billboard Hip
2. Brick Wall
3. Ho Brah! Dass DJ Qbert!!
4. Ledge Hop
5. Rail Hop
6-10. Sections A-E (grind)
11. Section F (grind)
12. Side Jump'n (grind)
13. Sponsored
14. Tall Hip
15. Turntable Hip
16. Double Side Jump
17. Drop Manual
18. Glass Hop (grind)
19. Glass On The Side (grind)
20. Into The Big Halfpipe
21. Jesse's Grind
22. Light Rig Lip
23. Outta Big Halfpipe
24. Across The Floor Manual

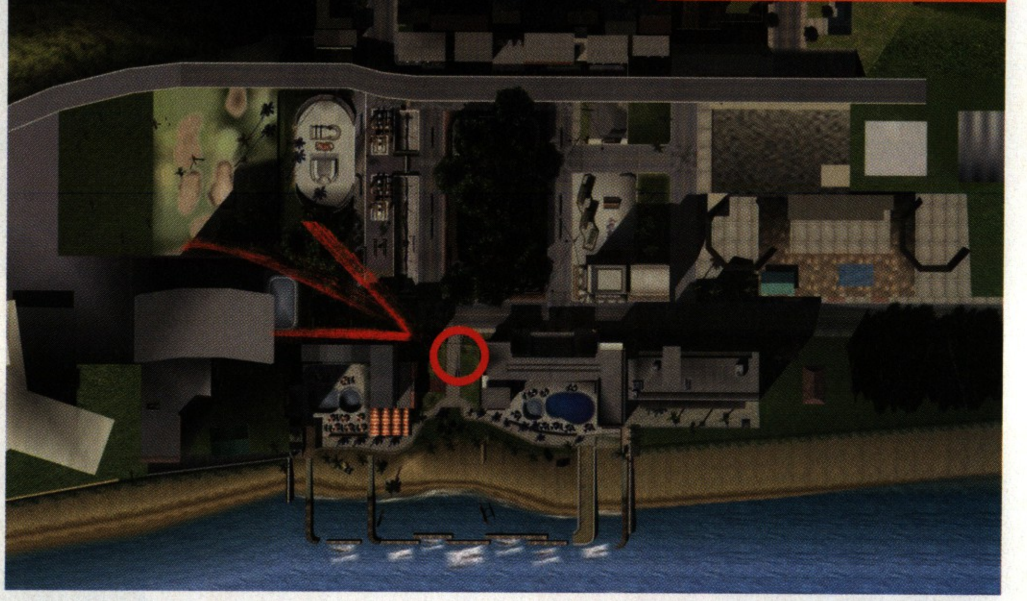
HAWAII

EASY TO LOCATE, BUT HARD TO REACH, THE SECRET TAPE AWAITS...

The tape is on a wire above the pink hotel (on your left if you stand with your back to the seafront), where you perform the Drain the Pool mission. The wire rises up over the road. The easiest way to reach it is to spine transfer onto the first platform using the banks in front of the hotel. Then ollie up onto the blue rail on the level above, bailing in mid-air (pressing L1 and R1), then instantly pressing R1 to grab it. You can then shimmy along the hotel until you reach the wire, where you can jump, tap R1, and carry on climbing. Another way to reach the tape is to approach it from the pool where you previously performed the drainage mission, jumping between the window canopies.



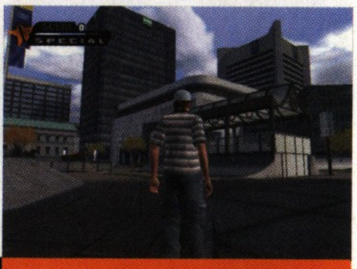
Pink outside the box: See the blue pole on the hotel? Shimmy along it.



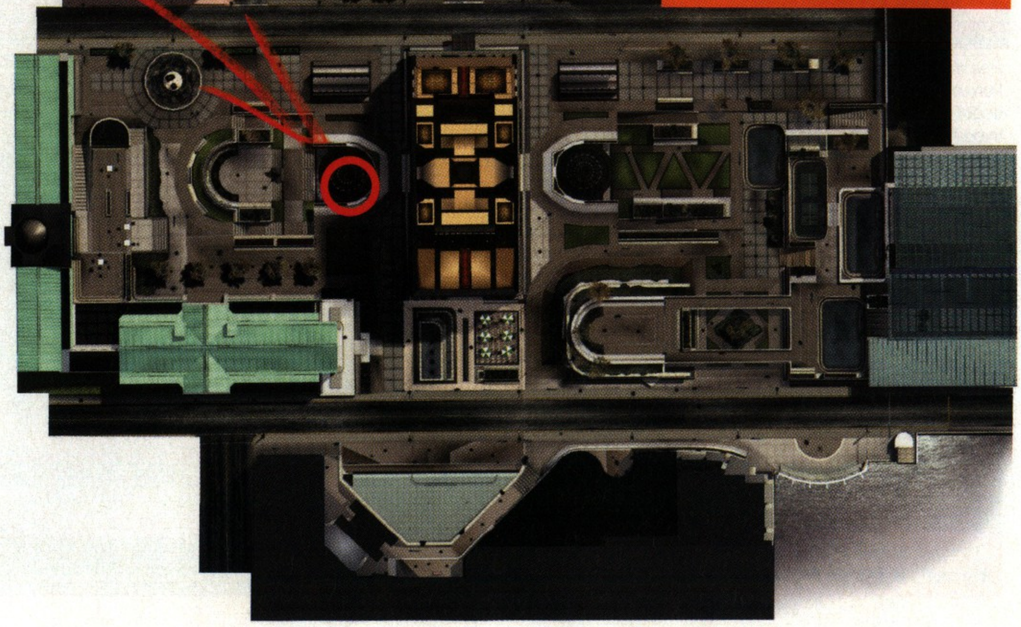
VANCOUVER

THE HARDEST TAPE TO REACH REQUIRES SKITCHIN ABILITIES. YES, SKITCHIN.

The tape's located high above one of the huge glass domes on either side of the hotel. Just stop and look up to make sure. The leap seems impossible, but there's a suspicious looking bus shelter near the main road, facing the dome. This is your jump point. You need to head back down to the main road, skitch a lift from a car (tap up as it passes), then let go (press down) as it speeds past the shelter and cut 90° left into the bank on its side. Spine transfer immediately (R2), then use the added height to leap off the final bump and claim the tape. This may take a few attempts.



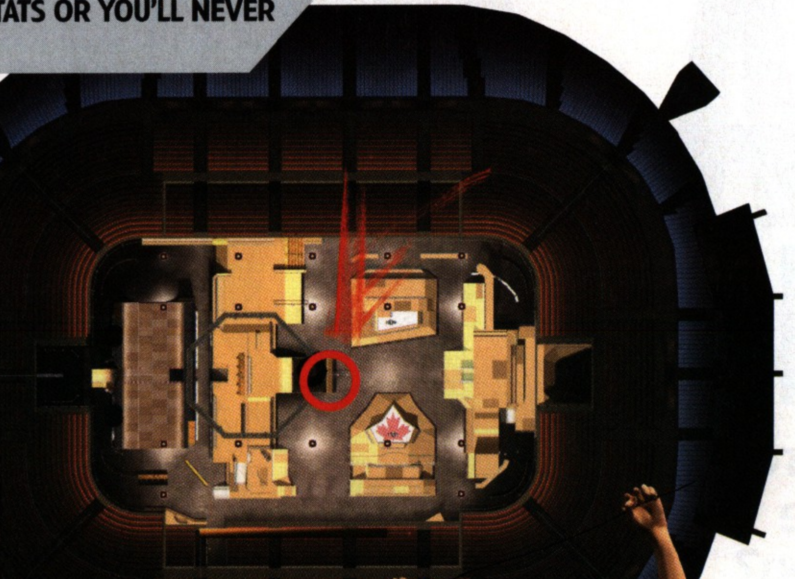
Bank on it: Skitch off the road, then spine transfer onto the shelter roof.



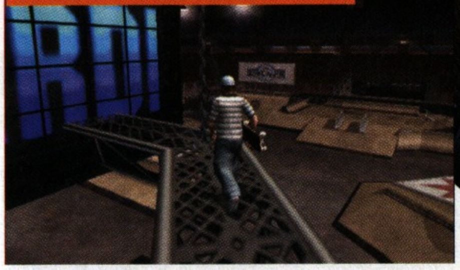
SLAM CITY JAM

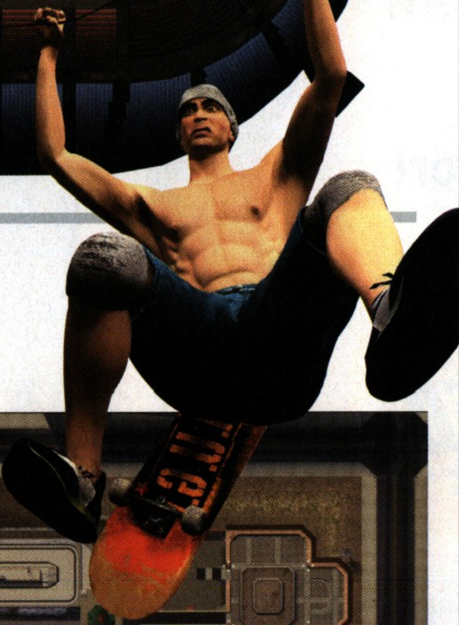
BUILD UP YOUR OLLIE AND AIR STATS OR YOU'LL NEVER REACH THE GANTRY, Y'HEAR?

The tape is in the huge square scoreboard near the middle of the level. From the start, use the half pipe to leap and grind onto the square spot lights above, or, easier, bail off mid-air and cling on before hauling yourself up. Walk or grind around the perimeter of the spotlights, then walk into the square section to smash it and claim the tape.



Score bored: Simply walk through the glass to claim the secret tape.

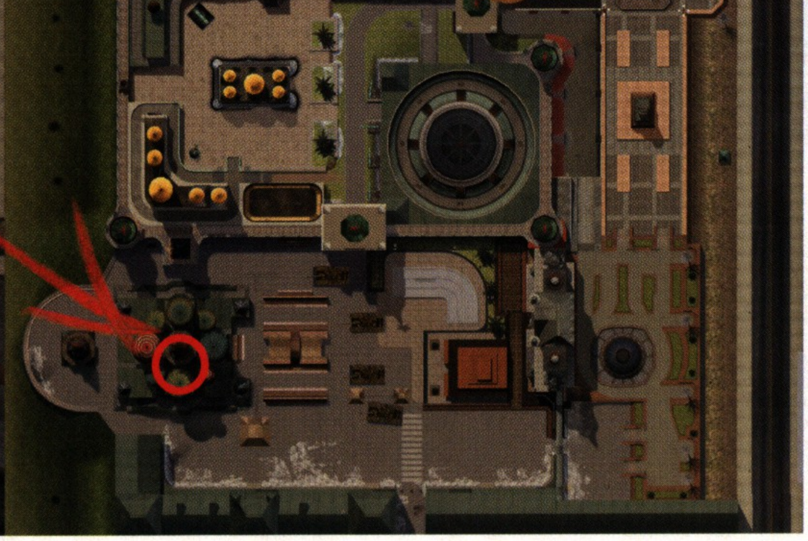


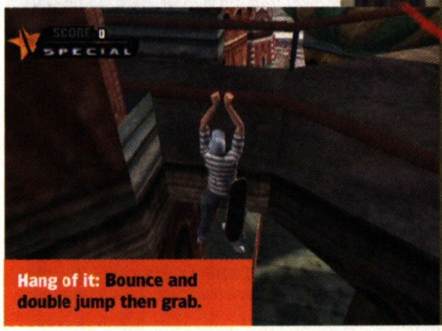


MOSCOW

THE TRICK'S IN THE DOUBLE JUMP, AND LOTS AND LOTS OF LUCK...

The secret tape's on top of St. Basil's, the huge building near the start point that looks like a palace. Once you reach it, get off your board and start climbing. Eventually you reach a central area where you can see the tape, but can find no obvious way up. You need to double jump (tap ⊗ twice, using the wall to boost yourself up) near the internal section with the platform above, while holding R1. It's fiddly, but you should eventually 'snag' the platform and can walk along to claim the tape.





Hang of it: Bounce and double jump then grab.

GAPS LIST CONTINUED

25. Impressn' The Judges Transfer (air)
26. Impress'n The Judges Manual
27. Speaker Lip

MOSCOW

1. Elisey's Tour
2. Arch Transfer
3. Ledge Hop
4. Middle Level Lip
5. Necropolis Grind
6. Over The Stairs
7. Planter 2 Stairs
8. Rail Hop
9. Andrew's Photo Op
10. Anton's Transfer
11. Basil 2 Stairs
12. Big Red Lip
13. Bleachers to Lenin
14. Blind Drop
15. Blocked Alley
16. Break On Through
17. Bridge Cross Over
18. Cannon Air
19. Catherine The Grind
20. Christ's Air
21. Church 2 Church
22. Church Lip
23. Communication Lip
24. Confounded Bridge
25. Control The Media Control The Minds
26. Crazy Ivan
27. Criss-Cross Crash
28. Domed
29. Double Drainage
30. F&%KING
31. For The Mother Land
32. Govt. Bomb
33. GUM Dropped
34. GUMed Up
35. Illumination Grind
36. Kick Me 2 Church
37. Ledge 2 Rail
38. Lenin 2 Bleachers
39. NO
40. Oktober High
41. Oktober Shuffle
42. Oleg's Transfer
43. Parliment Pole Vault
44. Peter The Gap
45. Pipe Stall
46. Rail 2 Ledge
47. Rasputin Returns
48. Rep Spired Lip
49. Stairs 2 Planter
50. Threading Basil
51. To The Other Side
52. Top Level Lip
53. Towering
54. WAY!
55. WWWEEEEEEEE! (grind)
56. Eternal Propaganda
57. Gettin' High On Lenin
58. High Lip
59. MiG27 Bombing Run
60. Over The Wall
61. Parapet Stall

HOTTER THAN HELL

1. Lethargic
2. Speaker Gap
3. Bench Hop
4. High Line
5. Ledge Hop
6. Pyro
7. Rail Hop
8. Raise Up
9. What's That Smell?
10. Banner Lip
11. Catwalk Lip
12. Don't Turn on
13. Freak Hop
14. Freak!
15. Get To The Copter!
16. Going Up!
17. Light Stall
18. Over Peter Criss
19. Quickie Huh
20. Staying Up There
21. Around The Tracks
22. Over The Speakers
23. Tabletop Manual
24. Ramp Transfer
25. Rooftop Manual
26. Got Skill
27. Secret Tape Gap
28. KISS Concert
29. Over The Copters
30. Above All

THE FACTS: **FIFA 2004** ● PLAYERS: **1-8**
● MEMORY CARD SPACE: **145KB** ● DIFFICULTY: **MODERATE**
● COMPLETION TIME: **UNLIMITED**

FIFA 2004

Want to be more Premier League than Tippeligaen? We've got the advice you've been looking for!

BEST PLAYED
When you've played *Pro Evo 3* so much that the disc has melted and you have to borrow this.

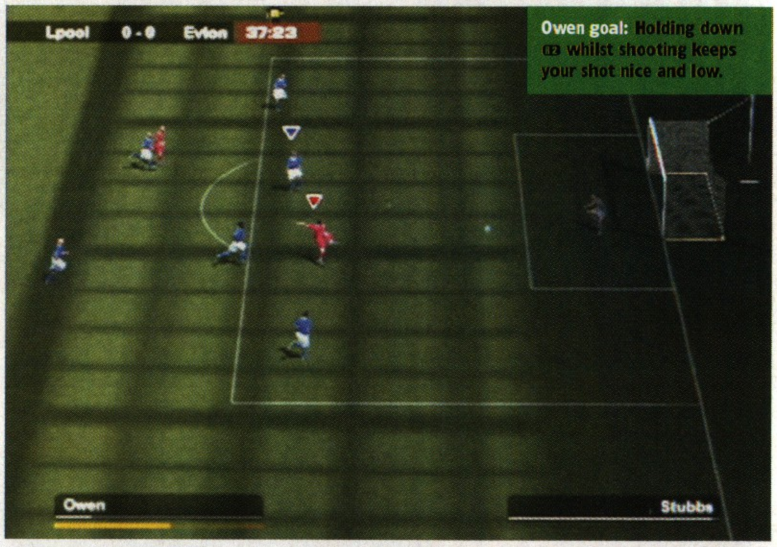
SHOOTING

NO MATTER HOW FLUID AND FANCY YOUR APPROACH PLAY IS, YOU NEED TO BE CLINICAL IN THE AREA.

The power and height of your shot is set by how long your hold down ◎ for. If you get too much power on your shot they'll be picking it out of row Z. Conversely, if you under hit your shot the goalkeeper might starting humming a tune while he waits for the ball to reach him. The key to successful goal scoring (which is far from easy in *FIFA 2004*) is getting the power of your shot right. When you are inside the area you won't much more than a tap to get enough drive. From further away you will need a lot more power if you're going to trouble the keeper. From 30 yards a full power shot can find the top corner. Use the Analog stick to direct your shots. Check the goalie's position before shooting and always aim for the corner which he is furthest from, even if it means shooting across the goal. Our favourite method is to hold down R2 before shooting. This allows you to shoot powerfully but also keep your shot down low where goalies like them least.

When the ball is whipped in from the wings pressing ◎ will perform an attempt on goal (if he gets there before a defender) determined by the flight and height of the ball. Headers are the most common but there are a range of volleys that you can pull off as well as the holy grail – the bicycle kick. A good tactic is to chest flighted balls down to confuse defenders before tucking the ball away with a normal shot.

Of all the goalscoring methods in *FIFA*, the lob is by far and away the hardest to perform. Unlike in *PES3*, the ball is more scooped than dinked and it often lacks the pace to leave the goalie stranded. The lob is performed by pressing and holding ⊡ for the desired length of time whilst bearing down on goal.



Owen goal: Holding down R2 whilst shooting keeps your shot nice and low.

PASSING

STROKE THE BALL AROUND LIKE A MEMBER OF THE STROKES STROKING HIS FLUFFY BEARD.

SHORT PASSING

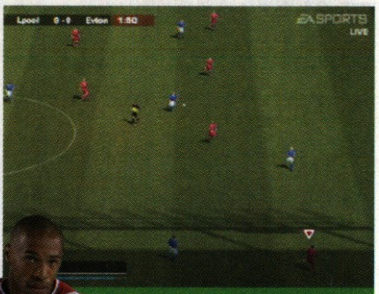
There was a time under Graham Taylor when England were accused of not being able to pass the ball. The team didn't make the World Cup. Don't go the same way. To get anywhere in FIFA you need to be able to pass the ball quickly, taking advantage of any gaps in the opposition's line up and any runs made by your own players. Rather than hoofing the ball out of defence, pass it through the opposition with ⊗. You can vary the destination of your pass by holding the direction you want. As you approach your opponent's goal one-twos are a very effective way of getting a runner through on goal. After passing with ⊗, press L1 and the player who passed the ball will make a forward run. Press ⊗ to play a ball into his feet or △ for a through ball.

THROUGH BALLS

The bread and butter of the creative midfielder, through passes are the best way of unlocking opposing defences. When you hold △ a power bar will appear, determining the strength of your pass. You will also have to set the direction of the pass and for this reason we strongly recommend using the Analog controls rather than the D-Pad. The harder your pass, the more difficult it is for the receiving player to control the ball. You will only need full power when you want to sweep the ball out to the wings. In most cases you won't need more than two-thirds power. If your attackers are static, hold L1 down to send one of them on a run and then play a through ball with △ before they run offside.

Lpool 0-0 Evlon 8:46
EA SPORTS LIVE
Kewell

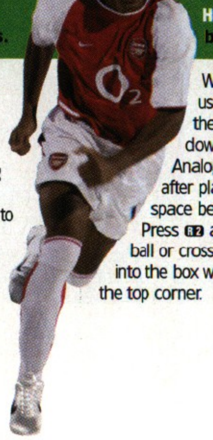
Wing commander: Through balls are great for releasing your wide players.



Homing missile: Get round the back with a decent long ball.

LONG PASSING

The long ball is one of the most effective means of exploiting the space left by a defence under pressure or caught on the break. If the play is centred down one wing and you have no obvious outlet for a pass near by, hold ⊡ and face across the pitch to send a crossfield ball to your other winger. Your opponent's defence will be out of position, allowing you to pick out your forwards with the pass of your choice.



When you get past the last defender use ⊡ to cross. Set the power by the length of time you hold the button down for and the direction with the Analog stick. You can also press ⊡ after playing a one-two to exploit the space behind your opponent's defence. Press R2 and ⊡ to perform a driven long ball or cross, perfect for teeing up a late runner into the box with a ball made for volleying into the top corner.

DEFENDING

THE ITALIANS PREFER A GOOD TACKLE TO A GOAL... DO YOU?

You have two defensive staples at your disposal: the slide tackle (◎) and the block tackle (◎). Rushing at the opposing player in possession of the ball in an attempt to win it at all costs will result in one of two things: a) you give away a freekick and maybe get a card b) you are left flat on your arse while they bear down on your goal. The best tactic is to try and manoeuvre your opponent into areas that don't threaten your goal. Whilst doing this hold down R2 and a second defender will come in and make a tackle. Only use the slide tackle if you are almost certain that you will win the ball. The block tackle is a far more effective method of stealing possession in your penalty area.

Take down: Only commit yourself to a sliding tackle in non-vital situations.

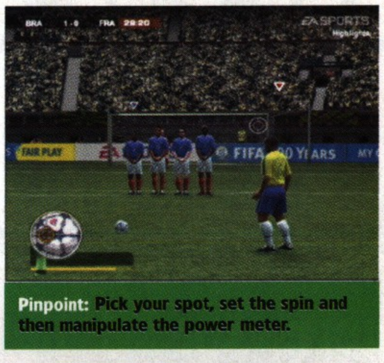
CURVE IT CARLOS

DO YOUR MATES RUIN ALL YOUR SILKY ATTACKING PLAY BY CYNICALLY HACKING YOU DOWN? MAKE THEM PAY!

The ability to score direct freekicks is what separates footballing geniuses from your 'average' good player. Unlike previous incarnations, *FIFA 2004* doesn't have any sweet spots so we can't guarantee you a goal every time. What we can do is take you aside, just as Maradona did to a fledgling Zola, and give you tips from an expert.

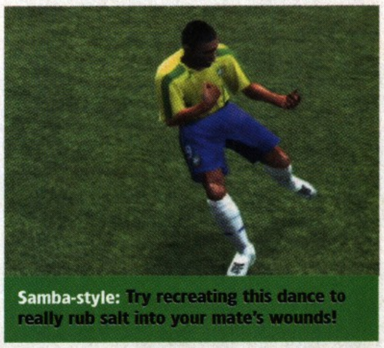
While most of FIFA's ball dynamics have been made more realistic, the freekicks still leave the kicker's boot like a bullet out of a rifle. This really works to your advantage. You won't need to use full power to really burst the net. But be realistic. Shooting from 40 yards will almost never bear you a goal. We recommend shooting from under 30 yards. Also, bear in mind who your team's kicker is. If you really want a decent strike rate you should use either David Beckham or Roberto Carlos.

Here's how we scored the amazing freekick with Roberto Carlos pictured above and below. Firstly, aim for the top corner on the opposite side of the goal to Barthez. Now add a bit of left-hand spin purely for added visual impact. OK, everything's lined up perfectly. Take a deep breath and press ◎ to start the power gauge. Press ◎ again to set the power that you want. Your marker will come back down the gauge. Press ◎ to stop it as close to the centre of the green area at the bottom as you can to maximise your accuracy. And voila! You've served up a top drawer strike!



Pinpoint: Pick your spot, set the spin and then manipulate the power meter.

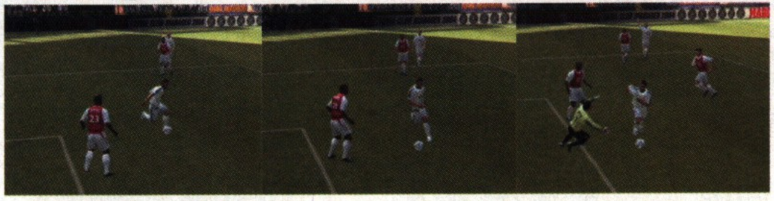
Out of reach: Perfection! No goalkeeper could stop this. Well maybe David James...



Samba-style: Try recreating this dance to really rub salt into your mate's wounds!

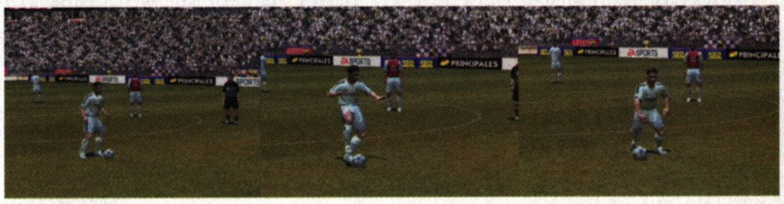
FANCY FOOTWORK

HERE'S HOW YOU CAN MAKE YOUR MATES FEEL LIKE DIDI HAMANN DID WHEN STEVIE GERRARD NUTMEGGED HIM THREE TIMES IN A ROW!



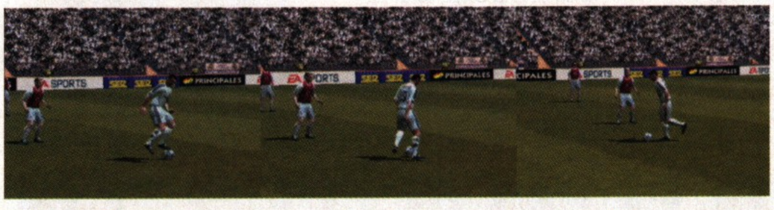
THE SHOULDER DROP

When dribbling with the ball towards an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder one way and then neatly knock the ball the other way past his opponent.



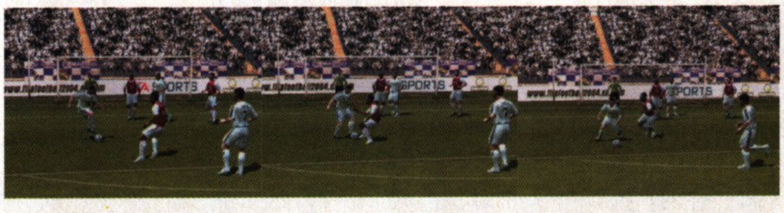
THE DRAG & GO

When a defender has you cornered hold R2 when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back. Now quickly push up or down and you will knock the ball past the defender.



THE MARSEILLE ROULETTE

This is the trademark of one Zinedine Zidane so who better to demonstrate. When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and then deftly rolls it back into his path.



THE STEP-OVER SHUFFLE

As you dribble head on at an opponent quickly hold down R2 and then double tap the right Analog stick up or down depending on which way you want to go. Your player will step-over the ball and then knock it with his other foot.

THE FACTS: **NEED FOR SPEED: UNDERGROUND** ● PLAYERS: **1-2 (+ONLINE)** ● MEMORY CARD SPACE: **201KB** ● DIFFICULTY: **EASY SCREECHY TO VROOOMING HARD** ● COMPLETION TIME: **4–8 HOURS**

FIRST AID Screech like a beetch and leave the losers coughin' on your Nitrous. See you at the finish line!

NEED FOR SPEED: UNDERGROUND

Got a need for greed? Here's the whole shabang and then some...

UNDERGROUND
sparco

BEST PLAYED After suffering a painfully slow Sunday afternoon drive with your gran at the wheel.

QUICK RACE CARS

THE INITIAL BATCH OF CARS AVAILABLE IS HARDLY EXCITING, BUT ALL THAT CHANGES AS YOU EARN STYLE POINTS AND PROGRESS THROUGH UNDERGROUND MODE. HERE ARE ALL THOSE THROBBING MONSTERS AND HOW TO GET THEM...

CAR	HOW TO UNLOCK
Volkswagen Golf GTI	Unlocked
Honda Civic	Unlocked
Peugeot 206	Unlocked
Mazda MX-5	Unlocked
Dodge Neon	Unlocked
Mitsubishi Motors Eclipse	Unlocked
Toyota Celica	Unlocked
Mazda RX-7	Unlocked
2003 Mitsubishi Lancer ES	Win Underground Race 4/111
2003 Ford Focus ZX3	Win Underground Race 8/111
2003 Hyundai Tiburon GTV6	Win Underground Race 17/111
2003 Subaru Imprezza 2.5 RS	Win Underground Race 22/111
2004 Nissan Sentra SE-R Spec V	Win Underground Race 24/111
1992 Nissan 240SX SE	Win Underground Race 33/111
2002 Toyota Celica GT-S	Win Underground Race 41/111
2003 Acura RSX Type-S	Win Underground Race 46/111
2000 Honda Integra Type-R	Win Underground Race 53/111
1999 Mitsubishi Eclipse GSX	Win Underground Race 58/111
1998 Toyota Supra	Win Underground Race 64/111
2003 Honda S2000	Win Underground Race 69/111
1995 Mazda RX-7	Win Underground Race 73/111
2003 Nissan 350Z	Win Underground Race 75/111
1999 Nissan Skyline R34 GTR	Win Underground Race 79/111
Vortex Car (Honda Integra Type-R)	Fill Style Points Gauge four times
Nismo Sentra (Nissan Sentra SE-R Spec V)	Fill Style Points Gauge 12 times
Petey Pablo Car (Mitsubishi Eclipse GSX)	Fill Style Points Gauge 31 times
Mystikal Car (Toyota Celica GT-S)	Fill Style Points Gauge 40 times
Rob Zombie Car (Nissan 350Z)	Fill Style Points Gauge 62 times
lostprophets Car (Nissan Skyline GT-R)	Fill Style Points Gauge 94 times
Samantha's Honda Civic	Fill Style Points Gauge 111 times
Junkman's Honda Civic	Fill Style Points Gauge 112 times
Melissa's Nissan 350Z	Fill Style Points Gauge 113 times
Eddie's Nissan Skyline GT-R	Fill Style Points Gauge 114 times

CAR NAMES

The names given to unlocked cars at the Race Reward screen often differ slightly to the names given to the same car at the Select Car and Trade Car screens. For example, the Hyundai Tiburon GTV6 appears as the Hyundai Coupe on the Select Car and Trade Car screens. The names that appear here are taken from the Race Reward screen.

BEAT THIS → HAVE A TWO LAP QUICK RACE ON THE OLYMPIC SQUARE CIRCUIT. SET OPPONENT SKILL TO MEDIUM

1 EASY RIDER

To plough through Underground Mode quickly and unlock all the goodies, race on the Easy difficulty setting to dumb down opponent AI and lighten the amount of traffic on the roads.

2 DRIFT KING

To earn Style Points and unlock Style Rewards quickly, play Underground Mode until you've unlocked a Drift course. Repeatedly race on the Drift course in Quick Race to accumulate Style Points.

3 MAZDA MAGIC

When starting Underground Mode, the Mazda MX-5 is the best choice. Although it isn't the greatest when it comes to Drag races (the engine blows easily), it's superior in Sprint and Circuit races.

4 SEXY BEAST

Don't forget to customise your car with visual upgrades. They may not enhance the performance of your ride, but they increase your Reputation multiplier, which in-turn gives you more Style Points.

Perfect Shift

5 DRIVING SCHOOL

If you're having problems mastering the Drag and Drift races, check out the Drag and Drift tutorials which are accessible at the Quick Race menu. Highlight either Drag or Drift and press L2.

6 YO SHORTY!

Keep your eyes peeled for shortcuts – they can be the difference between winning and losing. You're also given 100 Style Points each time you use a shortcut for the first time in a race.

UNDERGROUND MODE

READY TO TEST YOUR METTLE AND PUT THE PEDAL TO THE METAL?

STARTER CARS

After the introductory race you must choose a car before you can enter the high-speed world of underground racing. The Mazda is the best of a cruddy crowd, but don't be too disappointed by the all-round miserable stats – the vehicles soon roar into life when you begin customising. Here are the initial choices of automobile...

VOLKSWAGEN GOLF GTI

Cost:	8000
Acceleration:	0
Top Speed:	0
Handling:	2

PEUGEOT 206

Cost:	8500
Acceleration:	0
Top Speed:	1
Handling:	3

DODGE NEON

Cost:	8500
Acceleration:	0
Top Speed:	1
Handling:	3

HONDA CIVIC

Cost:	10000
Acceleration:	0
Top Speed:	1
Handling:	3

MAZDA MX-5

Cost:	9500
Acceleration:	0
Top Speed:	1
Handling:	4

TRADE IN

Other vehicles become available to you as you progress through the Underground races. Once a vehicle is unlocked, you can swap it (depending on the cost of your current vehicle you'll either receive a rebate or have to pay the difference in cost) with your current car by selecting the 'Trade In' option at the Customize Ride screen. Here is a complete list of all the vehicles that can be traded and which races you must win before they become available.

CHECKING CAR STATS

In Underground Mode the stats of unlockable cars change as you make modifications to your own vehicle while you progress through the game, so there's no point in displaying car stats here as they differ from game to game. To check a vehicle's stats, select 'Customize Ride' from the 'Underground Menu' and select 'Trade In'. Choose the car you want to check, press ⊗ and you will be presented with a screen of stats relating to your own car. Press ⊗ again and the screen will display the stats of the car you want to check.

CAR	HOW TO UNLOCK
Volkswagen Golf GTI	Unlocked
Honda Civic	Unlocked
Peugeot 206	Unlocked
Mazda MX-5	Unlocked
Dodge Neon	Unlocked
2003 Mitsubishi Lancer ES	Win Race 4/111
2003 Ford Focus ZX3	Win Race 8/111
2003 Hyundai Tiburon GTV6	Win Race 17/111
2003 Subaru Imprezza 2.5 RS	Win Race 22/111
2004 Nissan Sentra SE-R Spec V	Win Race 24/111
1992 Nissan 240SX SE	Win Race 33/111
2002 Toyota Celica GT-S	Win Race 41/111
2003 Acura RSX Type-S	Win Race 46/111
2000 Acura Integra Type-R	Win Race 53/111
1999 Mitsubishi Eclipse GSX	Win Race 58/111
1998 Toyota Supra	Win Race 64/111
2003 Honda S2000	Win Race 69/111
1995 Mazda RX-7	Win Race 73/111
2003 Nissan 350Z	Win Race 75/111
1999 Nissan Skyline R34 GTR	Win Race 79/111

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

STYLE POINTS

WINNING ISN'T ABSOLUTELY EVERYTHING...

By earning Style Points you can unlock a whole heap of additional vinyls to customise your car. There are also five new and fully customised beasts of vroooom to unlock for use in Quick Race mode only. Players are awarded Style Points after every race (even if they don't win) and points are won (or lost – try not to hit traffic!) according to race performance. Players are marked and scored as indicated in the following table.

POINTS FOR	POINTS +/–
Drafting	+Variable
Hang Time	+Variable
Powerslide	+Variable
Hitting Traffic	–Variable
Clean Section	+50
Clean Lap	+200
Clean Race	+500
Head Start	+100
Lead Lap	+100
Near Miss	+100
NOS Purge	+150
Shortcut	+100
Victory	+500
360	+200

NOS PURGE

Wanna know how to do a NOS Purge? First, you need to have installed Nitrous Oxide to your car and you can't do that until you've won Underground Race 14/111 (Downtown Series). Once installed, all you have to do is tap Nitrous (L1) – so you don't use too much of the good stuff unnecessarily – when at the starting line of a race. Smoke should snort out from beneath the bonnet of your car and an easy 150 Style points are in the bag.

EASY STYLE REWARDS

To unlock Style Rewards quickly, play Underground mode until you've unlocked Drift Track 1 (win race 3/111 – It's All About Style and Finesse). Exit Underground mode, select Quick Race and choose Drift. Select Drift Track 1 and set the number of laps to 10. Complete the race as many times as you like to rack up the Style Points and bag those rewards quickly. To make it even easier, wait until your Reputation Multiplier is two stars or more.

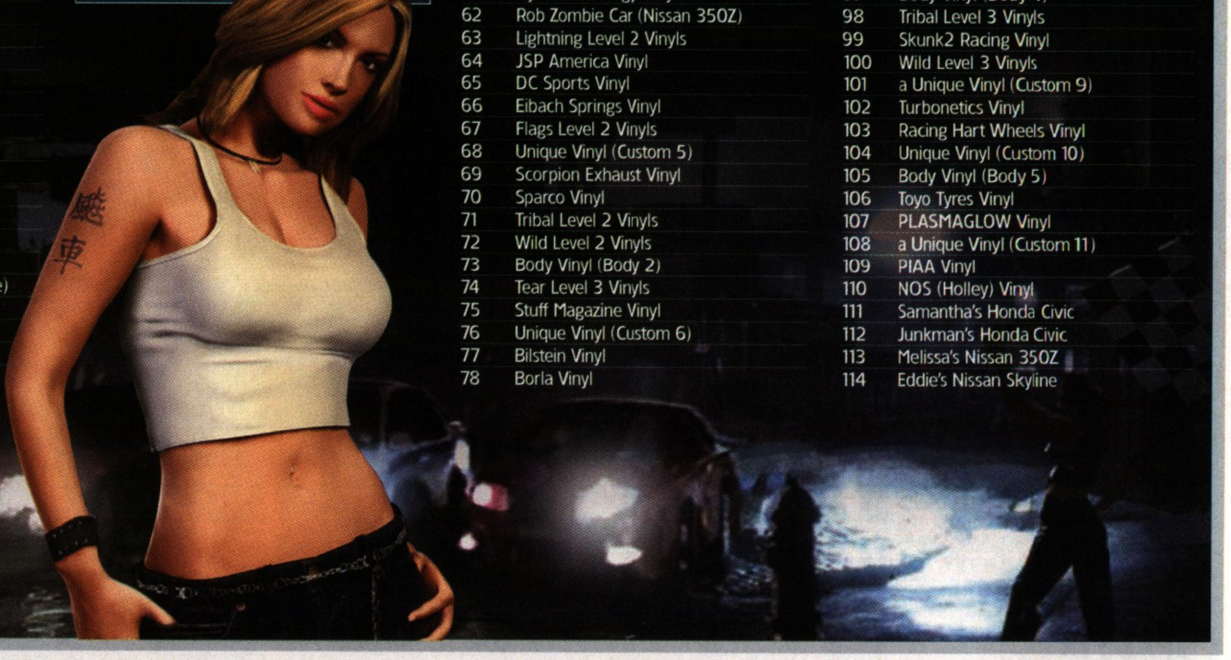
AND RACE WITH ANY CAR YOU LIKE. TRY AND BEAT OUR RATHER NIFTY TIME OF 1:47:34 ■

STYLE REWARDS

HERE'S THE ENTIRE LIST OF STYLE REWARDS THAT CAN BE UNLOCKED. THE NUMBER INDICATES HOW MANY TIMES THE STYLE POINTS GAUGE MUST BE FILLED BEFORE THE REWARD BECOMES AVAILABLE. NOTE THAT ALL UNLOCKABLE CARS ARE AVAILABLE FOR QUICK RACE ONLY.

NO.	STYLE REWARD
01	Tear Level 1 Vinyls
02	RadioShack XMOD Vinyl
03	AEM Vinyl
04	Vortex Car (Honda Integra Type R)
05	Alpine Vinyl
06	Tear Hood Level 1 Vinyls
07	5Zigen Vinyl
08	Stripes Level 1 Vinyls
09	Audiobahn Vinyl
10	Stripes Hood Level 1 Vinyls
11	ACT Vinyl
12	Nismo Sentra (Nissan Sentra SE-R Spec V)
13	Unique Vinyl (Custom 1)
14	Splash Level 1 Vinyls
15	HP Racing Vinyl
16	Modern Level 1 Vinyls
17	Brembo Vinyl
18	ENKEI Vinyl
19	GReddy Vinyl
20	Hieroglyphics Vinyl
21	Flames Level 1 Vinyls
22	Arospeed Vinyl
23	Flames Hood Level 3 Vinyls
24	Unique Vinyl (Custom 2)
25	BBS Vinyl
26	Lightning Level 1 Vinyls
27	Apex Vinyl
28	Venom Vinyl
29	Flags Level 1 Vinyls
30	WOLFRACE Wheels Vinyl
31	Petey Pablo Car (Mitsubishi Eclipse)
32	Tribal Level 1 Vinyls
33	Yokohama Vinyl
34	Tribal Hood Level 3 Vinyls
35	Jackson Racing Vinyl
36	Kenwood Vinyl
37	Wild Level 1 Vinyls
38	Unique Vinyl (Custom 3)
39	Tear Level 2 Vinyls
40	Mystikal Car (Toyota Celica)
41	KVR Performance Vinyl
42	KYB America Vinyl
43	ABS Dynamics Vinyl
44	Stripes Level 2 Vinyls
45	Autozone Vinyl
46	Clutchmasters Vinyl
47	Henshin Auto Vinyl
48	NEUSPEED Vinyl
49	O.Z. Vinyl
50	Splash Level 2 Vinyls
51	Nitrous Express Vinyl
52	KONIG Vinyl
53	Unique Vinyl (Custom 4)
54	Modern Level 2 Vinyls
55	Kumho Vinyl
56	KONI Vinyl
57	Body Vinyl (Body 1)
58	Modern Hood Level 2 Vinyls
59	MOMO Vinyl
60	Flames Level 2 Vinyls
61	Injen Technology Vinyl
62	Rob Zombie Car (Nissan 350Z)
63	Lightning Level 2 Vinyls
64	JSP America Vinyl
65	DC Sports Vinyl
66	Eibach Springs Vinyl
67	Flags Level 2 Vinyls
68	Unique Vinyl (Custom 5)
69	Scorpion Exhaust Vinyl
70	Sparco Vinyl
71	Tribal Level 2 Vinyls
72	Wild Level 2 Vinyls
73	Body Vinyl (Body 2)
74	Tear Level 3 Vinyls
75	Stuff Magazine Vinyl
76	Unique Vinyl (Custom 6)
77	Bilstein Vinyl
78	Borla Vinyl
79	Stripes Level 3 Vinyls
80	Body Vinyl (Body 3)
81	Apex Integration Vinyl
82	Splash Level 3 Vinyls
83	Unique Vinyl (Custom 7)
84	Modern Level 3 Vinyls
85	Wilwood Vinyl
86	Extreme Dimensions Vinyl
87	Flames Level 3 Vinyls
88	Eurolite Vinyl
89	Street Glow Vinyl
90	Stillen Vinyl
91	Lightning Level 3 Vinyls
92	Unique Vinyl (Custom 8)
93	Flags Level 3 Vinyls
94	lostprophets Car (Nissan Skyline GT-R)
95	H&R Springs Vinyl
96	HKS USA Vinyl
97	Body Vinyl (Body 4)
98	Tribal Level 3 Vinyls
99	Skunk2 Racing Vinyl
100	Wild Level 3 Vinyls
101	a Unique Vinyl (Custom 9)
102	Turbonetics Vinyl
103	Racing Hart Wheels Vinyl
104	Unique Vinyl (Custom 10)
105	Body Vinyl (Body 5)
106	Toyo Tyres Vinyl
107	PLASMAGLOW Vinyl
108	a Unique Vinyl (Custom 11)
109	PIAA Vinyl
110	NOS (Holley) Vinyl
111	Samantha's Honda Civic
112	Junkman's Honda Civic
113	Melissa's Nissan 350Z
114	Eddie's Nissan Skyline

SELECT CAR
NISSAN
ACCELERATION
TOP SPEED
HANDL
Help



MAGAZINES

WANT TO KNOW HOW TO VOGUE IT ON THE COVER OF ALL THE MAGAZINES?

NO.	HOW?
01	Achieve #10 spot on Circuit rankings board
02	Achieve #09 spot on Sprint rankings board
03	Achieve #10 spot on Drift rankings board
04	Achieve #07 spot on Drag rankings board
05	Achieve #08 spot on Drift rankings board
06	Achieve #08 spot on Circuit rankings board
07	Achieve #06 spot on Circuit rankings board
08	Achieve #06 spot on Sprint rankings board
09	Achieve #04 spot on Drift rankings board
10	Win all tournaments
11	Defeat Eddie in race 111/111
12	Install all Level 1 Performance Upgrades
13	Install all Level 2 Performance Upgrades
14	Install all Level 3 Performance Upgrades
15	Build a car with a 1 Star Reputation
16	Install all Level 1 Visual Upgrades
17	Install all Level 2 Visual Upgrades
18	Install all Level 3 Visual Upgrades
19	Max out your Reputation Meter
20	Beat the best preset time in any Drag race on Hard
21	Beat the best preset time in any Circuit race on Hard
22	Beat the best preset time in any Drift race on Hard
23	Beat the best preset time in any Sprint race on Hard
24	Achieve 500 online reputation
25	Achieve 1000 online reputation
26	Achieve 2500 online reputation
27	Achieve 5000 online reputation

CUSTOMIZE RIDE

WE'VE PAINSTAKINGLY GONE THROUGH THE GAME AND MADE A COMPLETE LIST OF ALL CUSTOMISABLE PARTS, THEIR COSTS AND HOW UPGRADES ARE UNLOCKED. WE'VE ALSO INCLUDED ALL UNIQUE REWARDS AND WHEN THEY ARE WON.

VISUAL

By installing visual upgrades you increase your Reputation Meter, which acts as a Style Points multiplier at the end of each race. Note that the Rep increases listed are approximate.

BODY

FRONT BUMPER

UPGRADE 1 Cost: 500
Unlocked: Available from start
Types: Snyper, Ace
Rep increase: 3

UPGRADE 2 Cost: 1000
Unlocked: Win race 44/111 (Get Sideways)
Types: Renegade, Shadow, Strike, Flash
Rep increase: 2

UPGRADE 3 Cost: 1500
Unlocked: Win race 90/111 (Special Preference)
Types: Wolfpack, Spyder, Type V, Vortex, Crank, Storm, Frenzy, Blast, Rage
Rep increase: Less than 1

REAR BUMPER

UPGRADE 1 Cost: 500
Unlocked: Available from start
Types: Snyper, Ace
Rep increase: 3

UPGRADE 2 Cost: 1000
Unlocked: Win race 49/111 (National Rail Knockout)
Types: Renegade, Shadow, Strike, Flash
Rep increase: 2

UPGRADE 3 Cost: 1500
Unlocked: Win race 100/111 (Extra Innings)
Types: Wolfpack, Spyder, Type V, Vortex, Crank, Storm, Frenzy, Blast, Rage
Rep increase: Less than 1

SIDE SKIRTS

UPGRADE 1 Cost: 400
Unlocked: Available from start
Types: Snyper, Ace
Rep increase: 3

UPGRADE 2 Cost: 800
Unlocked: Win race 39/111 (Inner City Knockout)
Types: Renegade, Shadow, Strike, Flash
Rep increase: 2

UPGRADE 3 Cost: 1200
Unlocked: Win race 84/111 (Skirt The Issue)
Types: Wolfpack, Spyder, Type V, Vortex, Crank, Storm, Frenzy, Blast, Rage
Rep increase: Less than 1

SPOILER

UPGRADE 1 Cost: 300
Unlocked: Available from start
Types: Flyte, Grifter
Rep increase: 3

UPGRADE 2 Cost: 600
Unlocked: Win race 45/111 (No Way, Jose)
Types: Drag, Switchblade, Touring, Aeromax
Rep increase: Less than 1

UPGRADE 3 Cost: 900
Unlocked: Win race 93/111 (Chad's New Toy)
Types: Trivo, Carbon X, Downforce, Aluminum GT, Boomerang, Hammerhead, Mako, Backdraft, Inferno, Supernova, Warhawk
Rep increase: Less than 1

UNIQUES Cost: Free
Unlocked: Win race 77/111 (Samantha's Big Tease)
Types: Dual GT, Duotek, Katana
Rep increase: 2

HOOD

UPGRADE 1 Cost: 300
Unlocked: Available from start
Types: Tri-Slot, Speed
Rep increase: 3

UPGRADE 2 Cost: 600
Unlocked: Win race 43/111 (Where There's Smoke, There's...)
Types: Double-V, Mongoose, Twister, Tri-Slot CF
Rep increase: 2

UPGRADE 3 Cost: 900
Unlocked: Win race 89/111 (Hoods Are Slippery When Wet)
Types: Trident, Beast, Formula-Style, Duo Max, Trident CF, Beast CF, Double-V CF, Mongoose CF, Twister CF, Duo Max CF, G-Force CF
Rep increase: 2

UNIQUES Cost: Free
Unlocked: Win race 15/111 (Jail Break)
Types: Dual GT, Duotek, Katana
Rep increase: 3

ROOF SCOOP

UPGRADE 2 Cost: 400
Unlocked: Win race 31/111 (Outtasite!)
Types: Dualslot, Polar
Rep increase: 3

UPGRADE 3 Cost: 600
Unlocked: Win race 70/111 (Mano e Mano)
Types: Ventrex, Blizzard, Rally, Gills, Offset, Galeforce, Dually
Rep increase: 2

RIMS

UPGRADE 1 Cost: 400
Unlocked: Available from start
Types: BBS, Enkei, König, Momo, O.Z., Racing Hart, NFSU
Rep increase: 3

UPGRADE 2 Cost: 600
Unlocked: Win race 34/111 (Sleeper Shootout)
Types: BBS, Enkei, König, Momo, O.Z., Racing Hart, NFSU
Rep increase: 2

UPGRADE 3 Cost: 1200
Unlocked: Win race 81/111 (Round And Round And Round We Go)
Types: BBS, Enkei, König, Momo, O.Z., Racing Hart, NFSU
Rep increase: 2

UNIQUES Cost: Free
Unlocked: Win race 47/111 (Blue Light Special)
Types: Enkei Silverstar, Enkei Arashi, Momo Vantage, O.Z. Superleggera, Livia
Rep increase: 3

ACCESSORIES

NEON

UPGRADE 1 Cost: 200
Unlocked: Available from start
Types: Red, Green, Blue, Orange
Rep increase: 1

UPGRADE 2 Cost: 400
Unlocked: Win race 18/111 (A Glowing Reception)
Types: Yellow, Aqua, White, Grape, Pink, Lime, Lavender, Gold
Rep increase: 1

UPGRADE 3 Cost: 600
Unlocked: Win race 62/111 (Glow, Baby, Glow!)
Types (Neon Pulse): Red, Green, Blue, Orange, Yellow, Aqua, White, Grape, Pink, Lime, Lavender, Gold
Rep increase: 1

HEADLIGHTS

UPGRADE 3 Cost: 600
Unlocked: Win race 60/111 (Bright Lights Big Spoiler)
Types: Eyelids, Voltage, Projector, Lunar
Rep increase: 1

TAILLIGHTS

UPGRADE 3 Cost: 600
Unlocked: Win race 61/111 (Stadium Sprint)
Types: Crimson, Chrome, Masked, Reaper
Rep increase: 1

MUFFLER TIP

UPGRADE 2 Cost: 200
Unlocked: Win race 28/111 (Loud And Proud)
Types: Backlash, Livia, Ace, Vortex, Frenzy, Blast
Rep increase: 1

UPGRADE 3 Cost: 300
Unlocked: Win race 54/111 (Mad Dash)
Types: Rumble, Thunderbolt, Rocket, Sonic
Rep increase: Less than 1

WINDOW TINTING

UPGRADE 1 Cost: 100
Unlocked: Available from start
Types (Light Tint): Black, Green
Rep increase: 1

UPGRADE 2 Cost: 200
Unlocked: Win race 29/111 (Scouting Report)
Types (Medium Tint): Black, Green, Blue, Red
Rep increase: Less than 1

UPGRADE 3 Cost: 300
Unlocked: Win race 56/111 (Kick Out That Tail)
Types (Dark Tint): Black, Green, Blue, Red, Yellow, Aqua, Grape, Orange, Pink, Lime, Lavender, Gold
Rep increase: Less than 1

PAINT

UPGRADE 1 Cost: Free
Unlocked: Available from start
Types: Level 1 palette (10 colours)
Rep increase: 0

UPGRADE 2 Cost: Free
Unlocked: Win race 23/111 (Steeltown Sprint)
Types: Level 2 palette (20 colours)
Rep increase: 0

UPGRADE 3 Cost: Free
Unlocked: Win race 65/111 (Drift Mania)
Types: Level 3 palette (30 colours + Metallic and Pearlescent types)
Rep increase: 0

DECALS

UPGRADE 1 Cost: Free
Unlocked: Available from start
Types: Windshield, Rear Window
Rep increase: 0

UPGRADE 2 Cost: Free
Unlocked: Win race 12/111 (Cross-town Hustle)
Types: Left Door, Right Door, Left Quarter Panel, Right Quarter Panel
Rep increase: 0

UPGRADE 3 Cost: Free
Unlocked: Win race 51/111 (Deal Yourself A Straight Hand)
Types: Hood
Rep increase: 0

VINYL

A selection of 25 Tear vinyls are available from the start, although these can only be used on the side of your car. Check the Style Rewards list for an indication of how you can unlock Hood, Manufacturer, Body and Unique vinyls, as well as additional Side vinyls. In next month's issue we'll have an in-depth look at all the vinyls and some rather fetching vinyl scheme ideas.

PERFORMANCE PACKAGE UPGRADES

AS YOU PROGRESS THROUGH THE GAME, NEW PERFORMANCE PACKAGES BECOME AVAILABLE THAT ENHANCE YOUR RIDE'S ACCELERATION, TOP SPEED AND HANDLING. INSTALLING THE UPGRADES ISN'T EXACTLY ROCKET SCIENCE, SIMPLY BUY THEM AS SOON AS THEY BECOME AVAILABLE TO YOU.

ENGINE/EXHAUST PACKAGES

STREET PERFORMANCE — Cost: 500

Unlocked: Win race 06/111 (Rookie Tournament)
Kit contents: Cold Air Intake System, Cat-Back Exhaust System, Replace Headers
Brand Package 1: AEM, Aerospeed, DC Sports, Injen Technology, HKS USA
Brand Package 2: NEUSPEED, Jackson Racing, HP Racing, Stillen, Venom
Brand Package 3: Skunk2 Racing, Borla, A'PEXi, Greddy
Brand Package 4: 5Zigen, Skunk2 Racing, A'PEXi
Increases: Acceleration

PRO PERFORMANCE — Cost: 1000

Unlocked: Win race 30/111 (Dead Calm)
Kit contents: Mild Camshaft & Cam Gears, High Performance Throttle Body, High Flow Intake Manifold, Larger Diameter Downpipe
Brand Package 1: AEM, Jackson Racing, A'PEXi, GReddy, Venom
Brand Package 2: Arospeed, NEUSPEED, Skunk2 Racing, Borla, Injen Technology
Brand Package 3: DC Sports, HKS USA, HP Racing, Stillen
Brand Package 4: Scorpion Exhausts, Henshin Auto, DC Sports
Increases: Acceleration and Top Speed

EXTREME PERFORMANCE — Cost: 2000

Unlocked: Win race 66/111 (Art Centre Sprint Tourney)
Kit Contents: Replace Pistons & Rods, Racing Camshaft & Cam Gears, Port & Polish Heads, Blueprint the Block, Low Restriction-High Flow, Headers Installed
Brand Package 1: AEM, NEUSPEED, Jackson Racing, Venom, Arospeed
Brand Package 2: Greddy, Skunk2 Racing, A'PEXi, Borla, HKS USA
Brand Package 3: DC Sports, Injen Technology, HP Racing, Stillen
Increases: Acceleration

DRIVETRAIN PACKAGES

STREET PERFORMANCE — Cost: 500

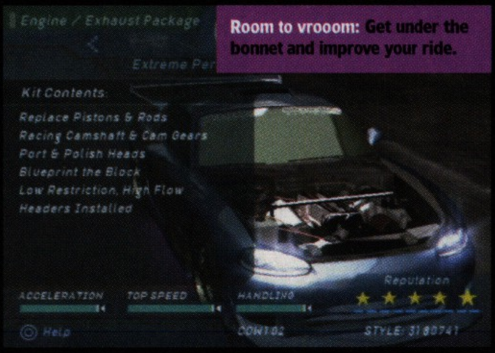
Unlocked: Win race 06/111 (Rookie Tournament)
Kit Contents: Short Throw Shift Kit, Shifter Stabilizer Kit, Replace Clutch, Lightened Flywheel
Brand Package 1: Arospeed, Clutchmasters, Stillen
Brand Package 2: NEUSPEED, DC Sports, ACT
Brand Package 3: Jackson Racing, HKS USA, Stillen
Increases: Acceleration and Top Speed

PRO PERFORMANCE — Cost: 1000

Unlocked: Win race 30/111 (Dead Calm)
Kit Contents: Limited Slip Differential, High Performance Clutch
Brand Package 1: ACT, NEUSPEED, Arospeed
Brand Package 2: Jackson Racing, Stillen, HKS USA
Brand Package 3: HKS USA, NEUSPEED, Jackson Racing
Increases: Acceleration and Top Speed

EXTREME PERFORMANCE — Cost: 2000

Unlocked: Win race 66/111 (Art Centre Sprint Tourney)
Kit Contents: Six-speed transmission, Lightweight & Strengthen Driveshaft
Brand Package 1: DC Sports, ACT, NEUSPEED
Brand Package 2: Jackson Racing, Stillen, HKS USA
Brand Package 3: NEUSPEED, ACT, DC Sports
Increases: Top Speed (decreases Acceleration)



Room to vrooom: Get under the bonnet and improve your ride.

TYRES

STREET PERFORMANCE — Cost: 500

Unlocked: Win race 06/111 (Rookie Tournament)
Kit contents: Street Performance Tyre Package
Brand Package 1: Toyo Tyre
Brand Package 2: Yokohama
Brand Package 3: Kumho
Increases: Handling

PRO PERFORMANCE — Cost: 1000

Unlocked: Win race 30/111 (Dead Calm)
Kit contents: Pro Performance Tyre Package
Brand Package 1: Toyo Tyre
Brand Package 2: Yokohama
Brand Package 3: Kumho
Increases: Handling

EXTREME PERFORMANCE — Cost: 2000

Unlocked: Win race 66/111 (Art Centre Sprint Tourney)
Kit contents: Extreme Performance Tyre Package
Brand Package 1: Toyo Tyre
Brand Package 2: Yokohama
Brand Package 3: Kumho
Increases: Handling

E.C.U. & FUEL SYSTEM

STREET PERFORMANCE — Cost: 1000

Unlocked: Win race 09/111 (All Go, No Show!)
Kit Contents: Performance Chip
Brand Package 1: Jackson Racing, Venom, Stillen
Brand Package 2: AEM, GReddy, Skunk2 Racing
Brand Package 3: A'PEXi, Jackson Racing, Stillen
Increases: Acceleration and Top Speed

PRO PERFORMANCE — Cost: 2000

Unlocked: Win race 38/111 (Import Tuner Drift Event)
Kit Contents: High Flow Fuel Pump, Adjustable Fuel Pressure Regulator, Replace Fuel Rail, Replace Fuel Filter
Brand Package 1: Venom, AEM, GReddy
Brand Package 2: Stillen, Jackson Racing, Skunk2 Racing
Brand Package 3: A'PEXi, Stillen, Venom
Increases: Acceleration

EXTREME PERFORMANCE — Cost: 4000

Unlocked: Win race 80/111 (First Dibs)
Kit Contents: Stand Alone Engine Management Unit, Replace Fuel Injectors
Brand Package 1: Jackson Racing, AEM, GReddy
Brand Package 2: Stillen, A'PEXi, Venom
Brand Package 3: Venom, Skunk2 Racing, Stillen
Increases: Acceleration and Top Speed

TURBO PACKAGE

STREET PERFORMANCE — Cost: 1000

Unlocked: Win race 09/111 (All Go, No Show!)
Kit Contents: Stage 1 Turbo Kit
Brand Package 1: HKS USA
Brand Package 2: GReddy
Brand Package 3: Stillen
Brand Package 4: A'PEXi
Brand Package 5: Turbonetics
Increases: Acceleration and Top Speed

PRO PERFORMANCE — Cost: 2000

Unlocked: Win race 38/111 (Import Tuner Drift Event)
Kit Contents: Stage 2 Turbo Kit with Intercooler
Brand Package 1: HKS USA
Brand Package 2: GReddy
Brand Package 3: Stillen
Brand Package 4: A'PEXi
Brand Package 5: Turbonetics
Increases: Acceleration and Top Speed

EXTREME PERFORMANCE — Cost: 4000

Unlocked: Win race 80/111 (First Dibs)
Kit Contents: Stage 3 Turbo Kit
Brand Package 1: HKS USA
Brand Package 2: GReddy
Brand Package 3: Stillen
Brand Package 4: A'PEXi
Brand Package 5: Turbonetics
Increases: Acceleration and Top Speed

BRAKE KITS

STREET PERFORMANCE — Cost: 1000

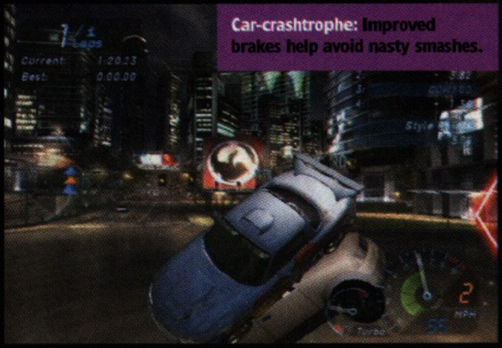
Unlocked: Win race 09/111 (All Go, No Show!)
Kit Contents: Street Compound Brake Pads, Steel Braided Brake Lines, Cross Drilled Rotors
Brand Package 1: AEM, Stillen, Brembo
Brand Package 2: KVR Performance, NEUSPEED, Jackson Racing
Brand Package 3: Arospeed, HP Racing, Wilwood Engineering
Increases: Handling

PRO PERFORMANCE — Cost: 2000

Unlocked: Win race 38/111 (Import Tuner Drift Event)
Kit Contents: Large Cross Drilled Rotors, Race Compound Brake Pads
Brand Package 1: AEM, NEUSPEED, Jackson Racing
Brand Package 2: KVR Performance, Stillen, Wilwood Engineering
Brand Package 3: Arospeed, Brembo, HP Racing
Increases: Handling

EXTREME PERFORMANCE — Cost: 4000

Unlocked: Win race 80/111 (First Dibs)
Kit Contents: Large Cross Drilled and Slotted Rotors, Four-piston Racing Calipers
Brand Package 1: AEM, KVR Performance, Arospeed



Car-crashtrophe: Improved brakes help avoid nasty smashes.

1/1 Laps
Current 2:15.59
Best 0:00.00
Eclipse
Eclipse
Style Points
+67
Turbo
MPH

Hang 'em high: Weight reduction kits make your ride much lighter.

Brand Package 2: NEUSPEED, Stillen, Wilwood Engineering
Brand Package 3: Jackson Racing, Stillen, HP Racing
Increases: Handling

WEIGHT REDUCTION KITS

STREET PERFORMANCE

Cost: 750
Unlocked: Win race 14/111 (Downtown Series)
Kit Contents: Remove Rear Seats, Remove Interior Panels, Remove Spare Tyre
Brand Packages 1, 2 & 3: Sparco
Increases: Acceleration and Handling

PRO PERFORMANCE

Cost: 1500
Unlocked: Win race 48/111 (Tournament, Olympic Square)
Kit Contents: Replace Rear and Side Windows with lightweight polycarbonate, Replace Front Seats with Lightweight Racing Seats
Brand Packages 1, 2 & 3: Sparco
Increases: Acceleration and Handling

EXTREME PERFORMANCE

Cost: 3000
Unlocked: Win race 91/111 (Eddie's Posse Part 1)
Kit Contents: Replace Doors & Trunk Lid with Lightweight materials, Cut and Foam Fill excess Frame and Interior components
Brand Packages 1, 2 & 3: Sparco
Increases: Acceleration and Handling

SUSPENSION PACKAGE

STREET PERFORMANCE

Cost: 750
Unlocked: Win race 14/111 (Downtown Series)
Kit Contents: Sport Performance Springs & Shocks, Strut Tower Bar
Brand Package 1: Arospeed, Eibach, HKS USA, Stillen
Brand Package 2: NEUSPEED, Skunk2 Racing, Apex Springs, Bilstein
Brand Package 3: H&R Springs, KONI, KYB America, HP Racing, A'PEXi
Increases: Handling

PRO PERFORMANCE

Cost: 1500
Unlocked: Win race 48/111 (Tournament, Olympic Square)
Kit Contents: Front & Rear Sway Bar, Front & Rear Tie Bar, Upgrade Bushings
Brand Package 1: HKS USA, Stillen, Skunk2 Racing, KONI
Brand Package 2: Arospeed, NEUSPEED, Apex Springs, HP Racing
Brand Package 3: Eibach, Bilstein, H&R Springs, DC Sports, A'PEXi
Increases: Handling

EXTREME PERFORMANCE

Cost: 3000
Unlocked: Win race 91/111 (Eddie's Posse Part 1)
Kit Contents: Coil Over Shock System with adjustable Pillow Mounts
Brand Package 1: Eibach, Stillen, Bilstein, KONI
Brand Package 2: HKS USA, NEUSPEED, Skunk2 Racing, DC Sports
Brand Package 3: Arospeed, Apex Springs, H&R Springs, A'PEXi, HP Racing
Increases: Handling

NITROUS OXIDE

STREET PERFORMANCE

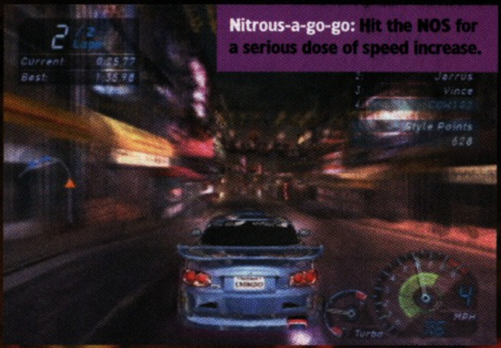
Cost: 750
Unlocked: Win race 14/111 (Downtown Series)
Kit Contents: Dry Shot of Nitrous Oxide
Brand Package 1: Nitrous Express
Brand Package 2: NOS
Increases: Acceleration and Top Speed

PRO PERFORMANCE

Cost: 1500
Unlocked: Win race 48/111 (Tournament, Olympic Square)
Kit Contents: Wet Shot of Nitrous Oxide
Brand Package 1: Nitrous Express
Brand Package 2: NOS
Increases: Acceleration and Top Speed

EXTREME PERFORMANCE

Cost: 3000
Unlocked: Win race 91/111 (Eddie's Posse Part 1)
Kit Contents: Direct Port Nitrous Oxide
Brand Package 1: Nitrous Express
Brand Package 2: NOS
Increases: Acceleration and Top Speed



Nitrous-a-go-go: Hit the NOS for a serious dose of speed increase.

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NO.1 GUIDE TO...

THE SIMPSONS: HIT AND RUN

THE FACTS: **THE SIMPSONS: HIT AND RUN** • PLAYERS: **ONE** • MEMORY CARD SPACE: **220 KB** • DIFFICULTY: **MODERATE** • COMPLETION TIME **ONE WEEK**

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Never miss a trick in The Simpsons' finest moment with our d'ohlicious guide to completing the game...

CARDS

1 HOME MADE FOOTBALL
Behind the Simpsons house – jump onto the light, then up again.

2 CRAB JUICE
Use the steam vent to reach the Kwik-E-Mart roof.

3 INSANITY PEPPER
Turn right from the Simpsons' home, keep going until you get to the Wiggum's house, and it's in the back yard.

4 SPINE MELTER 2000
Go towards the Stonecutter's tunel, but head left into the closed street. It's in the alley, behind a garage.

5 PARCHMENT
In the main room of the Stonecutter's tunnel – either make the jump with a fast car or jump up using the coffin and pillars.

6 CARBON ROD
Opposite Homer's workstation is a cola machine. Jump onto it, then onto a couple of steam vents, a rising platform, and a big fan will float you up to it.

7 MR SPARKLE BOX
On top of a trailer in the trailer park.

COLLECTOR CARD!
MR. SPARKLE BOX

BEE CAMERAS

1 Flanders' back yard
2 Back yard of opposite neighbour
3 Playground by Simpsons' house
4 Wiggum's back yard (white house)
5 Top of steel bridge to Power Plant
6 Top of steel bridge to Power Plant
7 Trailer park
8 On top of trailer in park
9 Field next to red barn
10 Stonecutter's tunnel
11 Stonecutter's tunnel
12 Chester's Gold House (near Burns' mansion)
13 Top of watch tower by broken bridge
14 On top of School (use vents)
15 On top of School (other side)
16 Behind the School
17 On the bus in the School playground
18 Top of gas station
19 Top of Lard Lad's
20 Top of Kwik-E-Mart

LEVEL 1

HOMER

THE ODYSSEY BEGINS WITH EVERYONE'S FAVOURITE SLOB.

STORY MISSIONS

1 S-M-R-T

There are a couple of shortcuts you can take to get to the School; take an immediate left and use the driveway, also there's a fire engine shortcut by the accident.

2 PETTY THEFT HOMER

Go into the house, talk to Marge, head next door and chat to Ned, then follow the arrows to Flanders' Tuxedo and Lawn Mower. Talk to Barney, then get Flanders' Cooler, Lawn Chair, Family Portrait, Rod's Inhaler, and return to Ned within the generous time limit.

3 OFFICE SPACED

Time to wreak some havoc on poor old Smithers. Talk to Marge again to get started, then drive to the Krusty Burger by the Graveyard. Talk to Lenny, then buy the Plow King from Barney. Steam down to the Kwik-E-Mart and set about ramming Smithers all over the place. Hitting him from the front or side does more damage than the rear.

4 BLIND BIG BROTHER

You can drive all the way into the Power Plant, so go and find your work station. This mission is really just a mini platforming bit, and very straightforward. The Power Couplings are all marked on your map, and all you have to do is press the odd red button to get platforms moving.

5 FLOWERS BY IRENE

This is a simple trailing mission – just follow the black surveillance van, not too close, not too far away. Try not to crash and it'll be over before you know it.

6 BONESTORM STORM

Uh oh – a computer game is threatening to corrupt the very hearts and souls of Springfield's children. Talk to Marge then chase that truck, ramming it from behind to make it drop a copy of the game, then slowing down to pick it up, and repeating.

7 THE FAT AND THE FURIOUS

The last of the normal story missions, you have to race Smithers to Mr Burns' house. There are a couple of shortcuts you can take, and you might even want to check them out beforehand. You can go through the tobacco field, and through the gates on the farm. If you have a quick enough car you can jump the flaming tyre yard, too. Cut through the trailer park, and use the Evergreen Terrace garage and Kwik-E-Mart fire engine shortcuts. If you cut through the church parking area too, you should have a big lead.

BONUS MISSION

THIS OLD SHANTY

Cletus needs cardboard tubes for indoor plumbing, and his tobacco harvest collected. Take every shortcut open to you, because it's a very tight time limit. Make sure you get back to him and talk to him before time ticks away.
Reward: Cletus' Pickup Truck

RACE MISSIONS

- At the Trailer Park
- At the Gas Station
- In front of the Church

Reward: Electaurus

MONEY RACE

Location: In front of the School
Bet: 20 coins
Win: 60 coins

CARDS

1 HEAD OF JEBEDIAH
Jump up to the statue in the town square.

2 AM RADIO TOY
Park a car by the building opposite the Screaming Monkey Research Centre, jump onto the car, then the roof.

3 BONESTORM GAME
Look for Louie (dice on the radar), use a car to get to the fire escape nearby, climb to the roof.

4 BIG BUTT SKINNER
Go into the car wash near Moe's Tavern, jump up to the high beam.

5 MR HONEYBUNNY
Climb up the stairs to the train carriages, hop over the moving car, and run along to the last one.

6 DRIVERS LICENSE
It's near the Krusty float, downtown.

7 PREGNANCY TEST
Jump into the fountain in the Stadium.

BEE CAMERAS

1 On the steps of the Court House
2 On the steps of Town Hall
3 On the... er... other steps of Town Hall
4 Lawn of hospital
5 Steps of museum
6 In front of patio by museum
7 Roof of building by Screaming Monkey Research Lab (use vehicle)
8 Roof of Lard Lad's (use vehicle)
9 Roof of Moe's (use beam in alley)
10 Up the fire escape near Louie (dice on radar)
11 Up the fire escape near Louie (dice on radar)
12 In front of car wash
13 Break glass in train area – it's inside
14 In front of stairs, train area
15 On top of first lot of trains
16 On top of trains, other side of water tower
17 By monorail stairs
18 Monorail platform
19 Roof on other side of monorail
20 Krusty Burger car park

LEVEL 2

BART

AY CAR-UMBA! EAT MY SHORT(CUT)S! AND SO ON...

STORY MISSIONS

1 DETENTION DEFICIT DISORDER

After getting the mission from Milhouse, drive to the Try N' Save, and try to shake that pesky Skinner off your tail. Once you've lost him talk to Jimbo.

2 WEAPONS OF MASS DELINQUENCY

First talk to Kearney, then drive to Moe's and chat to Otto. Collect the fireworks, then head back for a chinwag with Moe. Back to firework collection duty, then off to Town Hall for a conversation with Snake. Fireworks again, then a natter with Ralph at the Police Station. Fireworks. Then lose Chief Wiggum – the escalator ramp is a surefire winner here.

3 VOX NERDULI

Banter with the Comic Book Guy, then race The Nerd to the Java Server – simple as that. Cut as many corners as you can.

4 BART 'N' FRINK

Follow that van to the WWII Supply Store, and gab with Chief Wiggum. Hunt out Snake, converse with him, then race him to the Stadium. There aren't any shortcuts. Collect the radio, and you're done.

5 BETTER THAN BEEF

Get to the Krusty Burger by the construction site, and talk to redneck Cletus. Race around collecting all 14 chunks of 'flat meat', and return to Krusty Burger. Don't slow down, because immediately you'll have Apu giving chase. Shake him off your ass by using every shortcut you can find, then return once more to Krusty Burger and collect the satellite dish.

6 MONKEY SEE, MONKEY D'OH

Dr Nick needs you to pick up his escaped lab monkeys – but first you need to buy the Plow King from Homer in the hospital parking area, which costs 200 coins. Talk to Dr Nick again, and drive around like crazy collecting those monkeys. There are a couple on the roof you'll need to get out of your car to collect, but other than that just go for it. They do respawn after a short time.

7 CELL-OUTS

Professor Frink tells you you need to destroy all the cars whose owners are using cell phones. The key to success is not to simply follow them, tapping them from behind when you get the chance, because it doesn't do very much damage, but instead working out their route and smashing them from the front or side. Drive back to the stadium and get talking to Frink to end this level.

BONUS MISSION

DIAL B FOR BLOOD

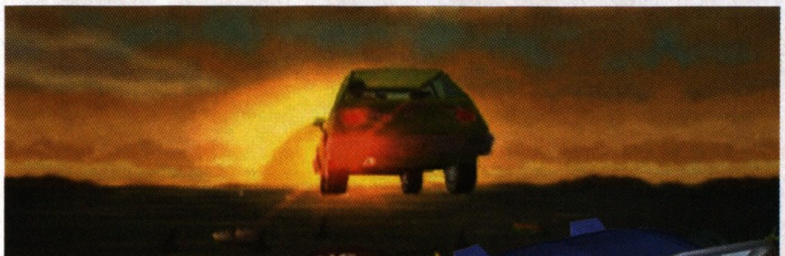
Reward: Grandpa's WWII Vehicle

RACE MISSIONS

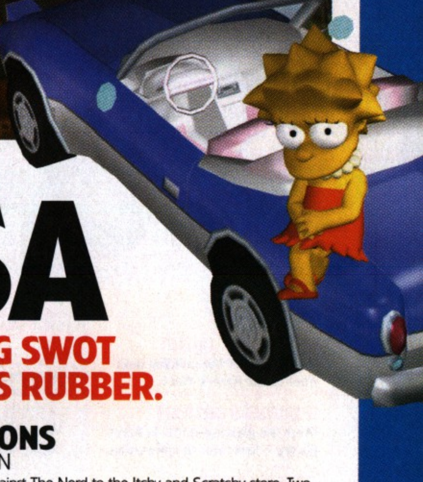
- At the Krusty Burgeropposite Police Station
- Next to the Courthouse
- Across the road from City Hall

MONEY RACE

Location: Mafia Hideout
Bet: 25 coins
Win: 75 coins



COLLECTOR CARD!
ANGEL SKELETON



LEVEL 3

LISA

SAX-LOVING SWOT LISA BURNS RUBBER.

CARDS

1 ANGEL SKELETON
You can get this on the roof of The Android's Dungeon by going around back and jumping up.

2 BART'S SOUL
Clamber up to the roof of the Bowl-A-Rama, inch along the strut, and double jump off.

3 LISA LIONHEART
Use the lift inside the lighthouse.

4 LISA'S VALENTINE
Head to the read of the ship, up the stairs, along the walkway, onto the red edge, and follow it around.

5 LISA'S MACHINE
Inside the Krusty set, climb up the bleachers, onto the beam, and use the fan to get to the other side. Jump into the hole.

6 EVIL BRACES
Jump over a broken piece of railing by the dam, and keep jumping across the platforms.

7 SOY POP
Jump over the bridge across the dam, but land on the broken middle section. It's on the other side of the railing.

BEE CAMERAS

1 Roof of building next to Android's Dungeon
2 Roof of Bowl-A-Rama
3 Beach, south of Squidport
4 Roof of Planet Hype
5 Front of lighthouse
6 By rear steps of ship
7 Next to the crane on the ship
8 Front of ship
9 Inside brewery
10 Duff blimp landing area
11 Duff blimp landing area
12 Krusty TV set
13 Springfield news set
14 Road just before Ye Olde Off-Ramp Inn
15 Top floor of Ye Olde Off-Ramp Inn
16 Outside Obvervatory
17 Kamp Krusty
18 Kamp Krusty
19 Over broken railing at the dam
20 Through elevator, after vaulting railing

STORY MISSIONS

1 NERD RACE QUEEN

Simple race formula here, against The Nerd to the Itchy and Scratchy store. Two good shortcuts are the stairs by the first junction, and just after it – the garage by the gas station.

2 CLUELESS

In between talking to Milhouse no less than four times, you need to drive like crazy to Wall E Weasles, Planet Hype, then the Springfield sign. Use the steps/garage shortcuts, as well as the alley to the left of the cinema. When you're heading for the sign, look for another shortcut to the left of Krustyluu Studios.

3 BONFIRE OF THE MANATEES

Apu has some concerns about Cletus' flatmeat – no kidding! Just keep ramming him, slowing down to pick up the meat, and catching up to him again. Once you've got it all, talk to Professor Frink at the Observatory.

4 OPERATION HELLFISH

Gab with Grandpa then scoot on over to Kamp Krusty to purchase the School Bus from Otto, if you haven't already. You need to destroy that Black Sedan no less than three times in all, so remember the technique from previous missions, and smash it in the front and sides.

5 SLITHERY SLUETHING

Hapless Wiggum needs your help solving a crime, but you'll need a disguise. Buy the Cool Clothes from the Android's Dungeon, drive to Mr Burns' Casino, get into the police car and follow Snake – stay about a car's length behind him, and pick up all the evidence. On the way back to the casino, use all the shortcuts which should be familiar to you by now.

6 FISHY DEALS

Real, real simple. You have to collect a load of fish, and the main danger is running over too many pedestrians along the boardwalk, and getting a pesky Hit & Run.

7 THE OLD PIRATE AND THE SEA

The Sea Captain tells you about the black limo – now wipe it out! Use a big sturdy vehicle like the School Bus, the usual ramming tactics, and you're sorted. Talk to the Sea Captain again then find Bart on the ship to end the story for this chapter.

BONUS MISSION

PRINCI-PAL

You know that shortcut down the stairs? Sure you do. Down there, turn left, and Skinner is loitering around. Talk to him, then collect his laundry, talk to the Squeaky Voiced Teen, go get dinner from the Krusty Burger, head to Mr Burns' Casino, get the anti-fungal stuff from Dr Nick, then lastly to the Noiseland Arcade. Use the steps shortcut plenty, time is short.
Reward: Principal Skinner's Sedan

RACE MISSIONS

- By the Squidport sign
- Gas station, end of steps shortcut
- Across the road from Krustyluu Studios

Reward: Book Burning Van

MONEY RACE

Location: Ye Olde Off-Ramp Inn
Bet: 30 coins
Win: 120 coins

LEVEL 4

MARGE

OH SO SENSIBLE MUM OF THREE GETS ROAD RAGED UP.

CARDS

1 MR PLOW JACKET
On the roof of the building next door to the Kwik-E-Mart.

2 BURNS PORTRAIT
Press the glowing statue in Burns' library – first floor of the masion.

3 LOVE LETTER
On the top of that rusty steel bridge leading to the slum area.

4 "HOMER" BOWLING BALL
On the roof of the building near the bridge to the rich part of town.

5 RED BLAZER
Jump the bridge to the rich neighbourhood, go straight up the gas station ramp, and try to land on that brown building.

6 BOUDOIR ALBUM
Simpsons treehouse.

7 PEPPER SPRAY
On top of a trailer in the trailer park.

BEE CAMERAS

1 Simpsons' neighbour (not Flanders)
2 Simpsons' neighbour (not Flanders)
3 Flander's back yard
4 Wiggum's back yard
5 Wiggum's back yard
6 Trailer park
7 On trailer at trailer park
8 In field next to red barn
9 Outside Homer's workstation
10 Staircase of Burns' mansion
11 Burns' library
12 Burns' backyard, on chessboard
13 Burns' backyard, on chessboard
14 Tall building near bridge to rich neighbourhood
15 Behind School
16 School roof (use vent)
17 School roof (other side)
18 Gas station roof
19 Gas pump island roof
20 Kwik-E-Mart roof

STORY MISSIONS

1 FOR A FEW DOUGHNUTS MORE

After following Wiggum to Lard Lad's Doughnuts, the strategy should be familiar. Ram them, slow down, collect, repeat.

2 REDNECK ROUNDUP

Like some of the other missions, you have to trail Cletus at a reasonable distance. In this instance he drives like a drunken fool, so you have to stay sharp while you're picking up the stuff that falls from his pick-up.

3 KETCHUP LOGIC

After talking to Cletus, who still won't tell you about the crop circles, you need to pop down the Kwik-E-Mart and buy Inmate Clothes. Talk to Cletus again, get in his truck, collect the packets of ketchup then return to him. You have to shake a tail, so make good use of the local shortcuts.

4 RETURN OF THE NEARLY DEAD

Piece of cake. You need to race Wiggum to the Retirement Castle, and there's a shortcut that takes you right there. Go to where the garage shortcut normally is, take a left into the park, and fly up that ramp.

5 WOLVES STOLE MY PILLS

After getting the mission from Grandpa, talk to Nelson at the School playground. Hunt down that black sedan, and collect the medication that tumbles free of it, then back to the Retirement Castle – only problem is, that black sedan is back, and chasing you! Lose it, then give Grandpa his pills. Only that's not enough. Head to the Kwik-E-Mart, buy some caffeine pills, and give Grandpa those too.

6 THE COLA WARS

After talking to poor little Bart, buy the Office Marge clothes and check yourself out in the mirror. Don't worry about driving – this whole mission is done on foot. Head to the treehouse out back for the first cola can, then follow the trail to the Kwik-E-Mart. There are some cans on the roof, and more on the gas station roof. Thirdly and lastly is the roof of Lard Lad's Doughnuts. There's another steam vent around the back. Easy.

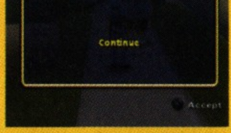
7 FROM OUTER SPACE

You'll need a vehicle that's tough, but quick too. You have to destroy three Buzz Cola Trucks, and you get two minutes for each. It's fairly routine crash and smash stuff. Head back home, and Wiggum will give chase. Take the driveway shortcut by the light blue house, and shake him off. Once he's history, back home to end the chapter.

BONUS MISSION

BEACHED LOVE

Reward: Comic Book Guy's Kremlin



Congratulations! You've unlocked Comic Book Guy's Kremlin. Go to a phone booth to use it.

RACE MISSIONS

- Stonecutter's Secret Entrance
- In front of Gold Mansion
- Near Cemetery Gate

Reward: Clown Car

MONEY RACE

Location: In front of the School
Bet: 35 coins
Win: 105 coins

LEVEL 5

APU

KWIK, FIND OUT WHERE ALL THAT CRAZY COLA IS FROM!

CARDS

1 APU'S T-SHIRT
Use the sand ramp at the construction site, get into the gap, and jump across the beams.

2 PIN PALS SHIRT
Down the stairs of the mob hideout.

3 PROP 24 SIGN
Get to the fire escape near Moe's, get halfway up and jump over to the ledge that leads to Moe's roof.

4 BABY FEEDER
Get to the top of the trains, in particular the one the other side of the water tower.

5 GANESH COSTUME
Get on the expressway near downtown. Take the first right, and stick to the left-hand side. It's in mid-air.

6 CHUTNEY SQUISHEE
Get to the roof of the building near Krusty Burger, and jump onto the billboard walkway.

7 HOT DOG
Get up to the monorail platform, across the track to the roof, then onto the other end of the track.

BEE CAMERAS

1 Steps of Museum
2 Patio, by Museum
3 Steps of Town Hall
4 Front of Hospital
5 Up fire escape by Louie (dice on radar)
6 Up fire escape by Louie (dice on radar)
7 Use broken ledge in alley to reach Moe's roof
8 Front of stairs by trains
9 On top of trains
10 On top of trains other side of water tower
11 On top of trains other side of water tower
12 Monorail stairs
13 On the monorail
14 Roof of building next to monorail
15 Roof of building next to monorail
16 Next to purple Sit & Rotate room tower
17 Next to purple Sit & Rotate room tower
18 Steps of Police Station
19 Roof of building adjacent to Krusty Burger
20 Ledge in front of Stadium

STORY MISSIONS

1 INCRIMINATING CAFFEINE

Don't get too close to the cola truck, and equally don't let him get too far away. The last item is outside the Legitimate Businessman's Social Club.

2 ...AND BABY MAKES 8

Mafia limos hound you during this mission. The first appears on the way to the hospital. Stay to the left or right to earn a decent lead, and you should lose him sharpish. Use the fountain shortcut to get to the hospital, but beware – the seond limo is waiting for you.

3 EIGHT IS TOO MUCH

First things first, buy The Car Built For Homer in the hospital car park. Now hunt down that red Shelbyville van and bash the crap out of it. Talk to Hibbert back at the hospital to finish the mission.

4 THIS LITTLE PIGGY

Talk to Krusty, then go to Moe's and buy the American costume for 425 coins. Back at Krusty Burger, check yourself out in the glass to start the mission proper. Time to follow a trail of doughnuts! The trickiest bit is in the tunnel. Ah. Look. They lead to the police station.

5 NEVER TRUST A SNAKE

You're going to have to do a lot of this on foot, after the initial trail-the-garbage-truck section, and there are loads of different routes you could potentially take. Just be quick, use your map, and hijack a small, quick car.

6 KWIK CASH

Drive to the expressway, but take a left at the junction to get through a shortcut. Wiggum will start chasing you. Do everything you can to lose him, then drive to the Googoplex. Nudge the armoured car from the side and get it to hit barriers and obstacles. If you get too banged up go and find a repair wrench. Sneak back to Snake's hideout – gah! Wiggum again! The street full of potholes is a good way of losing him.

7 CURIOUS CURATOR

Talk to that cheeky mite Bart, then speed off towards the museum. When you get there the curator is going to leg it. Only, in a car. He's very quick, but you should be able to get enough good hits in to end his flight. Return to the museum to find out more about this diabolical conspiracy...

BONUS MISSION

KINKY FRINKY

Really, really simple. Just talk to Frink outside the Java Server, get a reasonably fast, durable vehicle and smash into the Hovercar whenever you get the chance. When it corners, hammer in from the side, and try to push it into trees, and so on.

Reward: Professor Frink's Hovercar

RACE MISSIONS

- Across from the car wash
- Just down from the fire engine ramp
- On the steps of the Courthouse

Reward: El Carro Loco

MONEY RACE

Location: Across the road from the fire engine ramp
Bet: 40 coins
Win: 120 coins

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CARDS

1 RADIOACTIVE MAN #1
Get an Itchy and Scratchy truck (with the green loudspeakers), drive it to Wall E Weasel's, park it under the card, and use it to jump up.

2 "BORT" LICENSE PLATE
Use the ramp by Burns' Casino to jump to Squidport, but not at full speed or you'll overshoot.

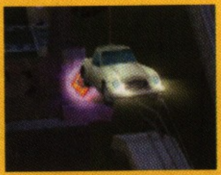
3 BART T-SHIRT
Jump on top of the Planet Hype sign.

4 AUSTRALIA BOOT
Drive to the right of the big ship and look for a platform that lowers for you. Use it, and run around the edge.

5 ITCHY AND SCRATCHY CEL
Drive through the brewery onto the blimp landing pad. Use the crates to get to the wing.

6 GABBO DOLL
Drive down the hill past Ye Olde Off-Ramp Inn, stop just after the telephone box, look for a gap.

7 BART'S FLYING HAMSTER SCIENCE PROJECT
Drive from the Android Dungeon towards the Observatory, and stay far left on the bridge over the dam.



LEVEL 6

BART

GETTING EVER CLOSER TO UNRAVELLING THE MYSTERY.

STORY MISSIONS

1 GOING TO THE LU'

Keep following the radar to the Casino, making sure you have enough speed for that jump, and dash around picking children up at the Squidport until you've got every last one of the bleeders, then zip over to Krustylu.

2 GETTING DOWN WITH THE CLOWN

Get into the Ferrini and follow that truck. It leads you to Krusty's limo – now, as soon as you hit it, the race starts, so position yourself ahead of it first. You should know the area pretty well by now, including the best shortcuts. Launch yourself over the ramp at the end, burn rubber into Squidport, and find Krusty.

3 LAB COAT CAPER

Chase Frink. Follow him wherever he goes, trying not to crash, and keeping a sharp lookout for the times when he backtracks. He's heading for his Observatory up on the mountain, in case you wondered.

4 DUFF FOR ME, DUFF FOR YOU

Get a fast car and head from Frink's Observatory to the Duff Brewery. Your target is the Duff truck. Hit it from the sides or – if you can – the front, to get it to drop items. When it slows down to turn a corner – nail him. There are six laser guns to collect, and the quicker you get them all, the quicker you can get back to the brewery. Drive straight through the glass at the front, and grab the last laser on top of the crate to finish the mission.

5 FULL METAL JACKASS

As long as you've got a vehicle with good enough stats, you should be able to keep up with Skinner and bash him around until you get the laser gun.

6 SET TO KILL

You need to buy the Globex Super Villain Car from Kearney, for 600 coins. You need to drive from Krustylu, through the brewery, the docks, Squidport, up the hill, into the Bowl-A-Rama shortcut, and up to the petrol station shortcut. You need to smash every last laser stand along the way,. Next, you've got 50 seconds to get back to the brewery.

7 KANG AND KODOS STRIKE BACK

Try to keep up as best you can, or alternatively take the first left, and drive up over the mountain – you may get lucky and save some time.

BEE CAMERAS

1 Roof of building next to Android's Dungeon
2 Roof of another, nearby building
3 Strut of Bowl-A-Rama roof
4 Roof of Planet Hype
5 Front of lighthouse
6 Rear steps to ship
7 Rear steps to ship
8 Next to crane of ship
9 Inside brewery
10 Blimp landing area
11 Krusty TV set - jump on fan
12 Krusty TV set - jump on fan
13 Springfield News TV set
14 Ye Olde Off-Ramp Inn
15 Outside Observatory
16 Outside Observatory
17 Kamp Krusty
18 Kamp Krusty
19 Broken railing at the dam
20 Through elevator past broken railing

BONUS MISSION

MILKING THE PIGS

First, smash up Wiggum's car, and collect the evidence. Then eliminate that hapless milk van. Easy peasy.

Reward: Snake's Lil Bandit

RACE MISSIONS

- Across from the rear entrance of Burns' Casino
- In front of the cinema
- At the observatory

Reward: '36 Stutz Bearcat

MONEY RACE

Location: Kamp Krusty
Bet: 45 coins
Win: 90 coins

CAR

1 SOUL
On top o

2 KRUS
On top o
playgrou

3 HUM
On top o
playgrou

4 TIME
On Lard
steam ve

5 HELL
Jump int
cemetery
floating

6 MON
Smash in
barn, jum
the silo.

7 SMAR
Climb up
Power Pl
Burns' of

BEE
CAM

1 Fenc
and
2 Simp
char
3 Flan
4 Play
Simp
5 Wigg
6 Top
Pow
7 Top
8 Top
9 Top
barn
mak
10 Pow
11 Burr
12 Kwik
13 Gas
14 Lard
15 Krus
16 Scho
17 Base
18 Scho
19 Scho
20 Bloc

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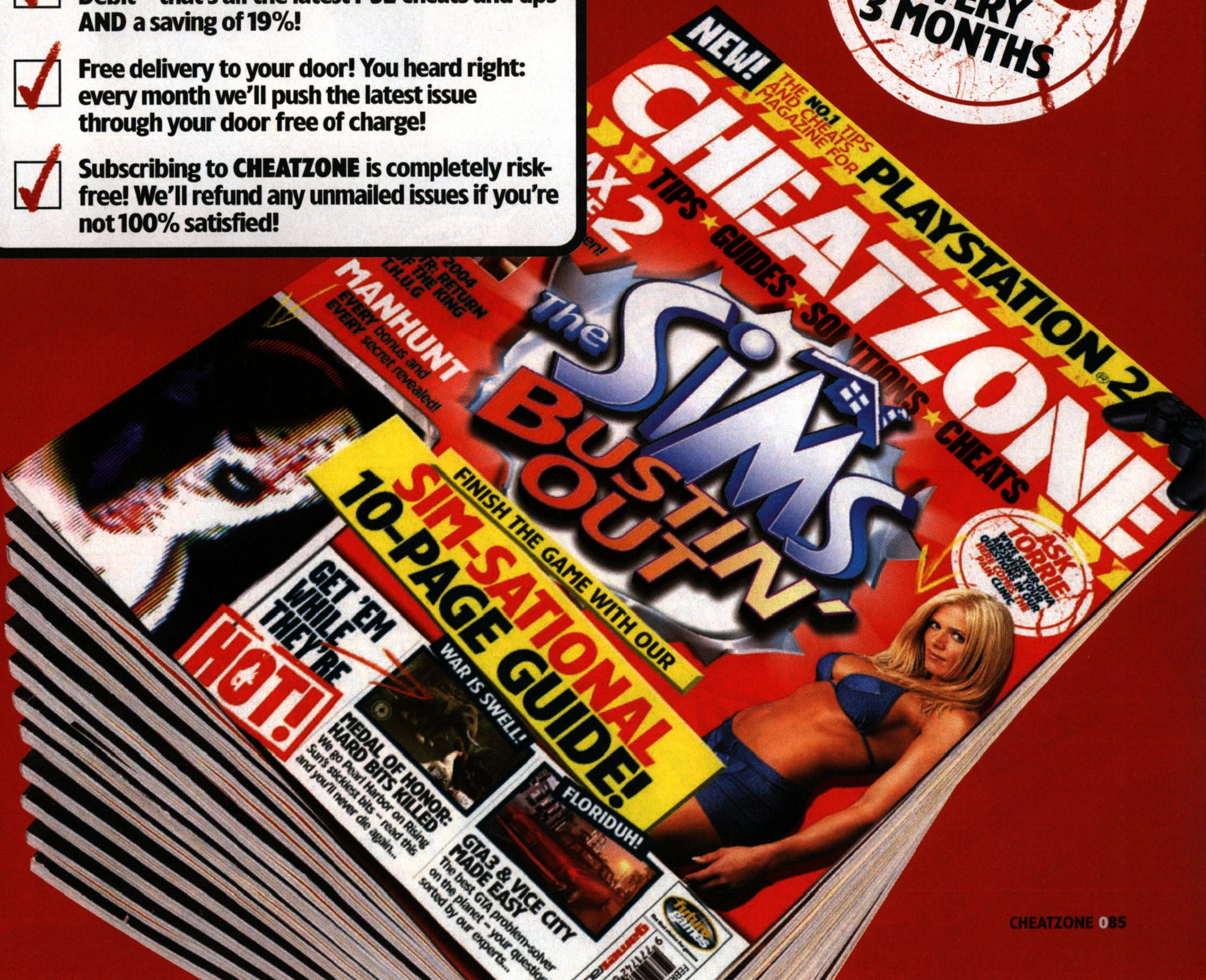
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10,000 CODES IN OUR A TO Z

100s OF ACTION REPLAY AND XPLODER CODES! p108

THIS MONTH...

P112 THE HELPING HAND
It's the return of your letters and questions – and, man oh man, you should see some of our answers. *Funny?* We'll say.

P118 GRAND THEFT AUTO CLINIC
Only a fool would stop playing *GTA* – and you ain't no fool. Your most pressing queries answered in meticulous detail.

P120 CHALLENGE ZONE
Five game challenges to make your toes curl. But, score big in our leagues and you could be winning bigger prizes.

P122 HAVE YOU SEEN THIS IN...
... *Medal Of Honor: Rising Sun*. Great ways to make war one hell of a lot easier. Your guide: Corporal Cunningsworth.

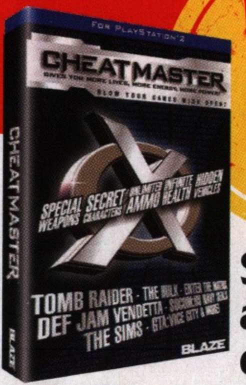
AN UNMISSABLE FIRST GUIDE TO

MAX PAYNE 2

THE FALL OF MAX PAYNE

OVER 12,000 CODES FOR PS2

A TO Z



WIN!! A DVD REGION FREE DISC!

Send your Top Five* into us at Cheatzone and the best one every month will receive a Region Free Disc from Blaze, allowing you to play US and Japanese DVDs on your UK PS2! Just use the form on p108.

* What are you top five platformers? Top five shoot-'em-up's? Top five science fiction films? Top five TV programmes? Top five cakes? Most amusing and inventive entry every month wins the Region Free Disc!

Welcome to the all-new A to Z. Contained within the next 20 pages are over 12,000 cheat codes for your favourite PS2 games. That's one big list. As our very own Steve knows all too well, having compiled it using only matchsticks, marbles and pure, simple love. Still, as we like tell him, you can't whack a good list – which is why, as you scour the following pages, you'll also notice a few extra lists. Lists featuring your favourite TV personalities. Or foods. Or episodes of *Will and Grace*. (*No, Tim. No we won't be doing that* – The Team.) Feel free to send us your own...

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: A to Z Cheats, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

AHA MR BOND...

007 NIGHTFIRE

FOR YOUR EYES ONLY. AND OTHER PREDICTABLE LINES.

Now pay attention 007, here are the latest codes from 'Q' branch that'll unlock a wealth of secret extras for your pleasure...

DRIVE A SHELBY COBRA
Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press →, →, ←, ←, ↑, then release L1. You can now use the Shelby Cobra from the 'Paris Prelude' level in the race through the Alps.

BONUS RACE
Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press ○, ○, □, □, ✕, then release L1.

DRIVE AN SUV
While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press □, ○, △, □, △, then release L1.

BONUS RACE IN ALPS
While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press ○, ○, □, □, △, then release L1.

FRANTIC RACING
While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START, then hold L1 and press □, △, ○, □, △, ○, then release L1.

BERSERK RACING
While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, △, □, △, ○, then release L1.

TRAILS DURING RACING
While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, ○, ○, □, then release L1.

DOUBLE ARMOUR DURING RACING
While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press □, △, ○, □, □, then release L1.

TRIPLE ARMOUR DURING RACING
While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, then release L1.

QUADRUPLE ARMOUR DURING RACING
While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, □, then release L1.

SUPER BULLETS DURING RACING
While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press ○, ○, ○, ○, then release L1.

CHEAT MODE
For the following codes, select the 'Codenames' option at the Main Menu. Select your character, then enter one of the following codes at the 'Secret Unlocks' screen. Save your Codename after entering the code then exit and begin play.

Level select	PASSPORT
Alpine Escape level	POWDER
Chain Reacton level	MELTDOWN
Countdown level	BLASTOFF
Deep Descent level	AQUA
Double Cross level	BONSAI
Enemies Vanquished level	TRACTION
Equinox level	VACUUM
Island Infiltration level	PARADISE
Nightshift level	HIGHRISE
Phoenix Fire level	FLAME
All gadget upgrades	Q LAB
Bigger clip for sniper rifle	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilizer dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
Multi-player mode Assassination option	TARGET
Multi-player Demolition option	TNT
Multi-player mode Explosive Scenery option	BOOM
Multi-player mode GoldenEye Strike option	ORBIT
Multi-player mode Protection option	GUARDIAN
Multi-player mode	TEAM
King Of The Hill option	TEAMWORK
Multi-player mode Uplink option	TRANSMIT
Multi-player mode all characters	PARTY

0–9

007: AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals which offer different bonuses. They are shown here in level order. Top banana!

GOLD
Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

PLATINUM
MP Map: Rocket
MP Game Mode: Golden Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

A IS FOR...

ACE COMBAT 4: DISTANT THUNDER

We can't help you get through the game straight away – you will need to get through and complete the whole game in Normal Mode before reading on. Make sure that you save your game safe and sound after enjoying the end credits. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you will open the hardest setting of them all – Ace Mode.

ACTIVISION ANTHOLOGY

Unlock extras in the various games by completing the following criteria:

Atlantis
Score at least 30,000 points on game one to unlock Disco mode
Barnstorming
Get a time of less than 55 seconds on game three to unlock game patch
Barnstorming
Get a time of less than 34 seconds on game one to unlock game commercial
Beamrider
Score 2,500 points on game eight to unlock patch
Boxing
Score over 70 in a match to defeat the CPU to unlock game commercial
Chopper Command
Score at least 4,000 points to unlock game commercial
Chopper Command
Score at least 6,000 points to unlock Motion blur mode
Chopper Command
Score at least 8,000 points to unlock game patch
Crackpots
Score at least 17,500 points to unlock game patch
Crackpots
Score at least 25,000 points to unlock Bungee mode
Decathlon
Score at least 8,000 points in a single player game to unlock Bronze game patch
Decathlon
Score at least 9,000 points in a single player game to unlock Silver game patch
Decathlon
Score at least 9,400 points in a single player game to unlock Gold game patch
Dolphin
Score at least 10,000 points to unlock Warped mode
Dolphin
Score at least 15,000 points to unlock game patch
Dolphin
Score at least 25,000 points to unlock Secret Society game patch
Dragster

Reset the game 20 times by either winning or blowing an engine to unlock game patch
Enduro
Drive at least 250 miles to unlock game patch
Fishing
Win a game against the CPU to unlock Derby Distortion mode
Freeway
Score at least 30 points on game one to unlock game commercial
Freeway
Score at least ten points on game three or seven to unlock game patch
Frostbite
Score at least 4,000 points to unlock Vertical Hold mode
Frostbite
Score at least 12,000 points to unlock game patch
Grand Prix
Get a time under 45 seconds in game one to unlock game commercial
Grand Prix
Get a time under 2:30 in game four to unlock game patch
Ice Hockey
Score four points in under two minutes against the CPU to unlock game commercial
Ice Hockey
Win a game against the CPU to unlock game patch
Kabobber
Score at least 10,000 points to unlock game commercial
Kaboom
Score at least 150 points to unlock game commercial
Kaboom
Score at least 200 points to unlock game patch
H.E.R.O
Score at least 25,000 points to unlock Disco mode
H.E.R.O
Score at least 75,000 points to unlock game patch
Keystone Kapers
Score at least 10,000 points to unlock game patch
Laser Blast
Lose all lives to unlock game commercial
Laser Blast
Score at least 10,000 points to unlock game patch
Laser Blast
Score at least 100,000 points to unlock 1,000,000 game patch
Megamania
Score at least 5,000 points to unlock Starfield mode
Megamania
Score at least 15,000 points to unlock game commercial
Megamania
Score at least 45,000 points to unlock game patch
Moonsweeper
Score at least 1,000 points to unlock the Hyper-space mode
Oink!
Score at least 5,000 points in game one to unlock game patch
Pitfall
Score at least 12,000 points to unlock the game commercial
Pitfall
Score at least 20,000 points to unlock game patch
Pitfall 2
Score at least 45,000 points to unlock Cube mode
Pitfall 2
Score at least 99,000 points to unlock game patch
Plaque Attack
Score at least 7,500 points to unlock Whirl mode
Plaque Attack
Score at least 10,000 points to unlock game patch
Pressure Cooker
Score at least 15,000 points to unlock game patch
Private Eye
Start case three to unlock game patch
River Raid
Score at least 4,000 points to unlock Cloud Cover mode
River Raid
Score at least 8,000 points to unlock game commercial
River Raid
Score at least 12,000 points to unlock game patch
River Raid 2
Score at least 16,000 points to unlock Ricochet mode
Robot Tank
Destroy 37 enemy tanks to unlock Breathing mode
Robot Tank
Destroy 48 enemy tanks to unlock game patch
Seaquest
Score at least 35,000 points to unlock game patch
Skiing
Win game one with a time less than 35 seconds to unlock game commercial
Skiing
Win game three with a time less than 32 seconds to unlock patch
Skyjinks
Complete game one in 37 seconds to unlock game patch
Space Shuttle
Launch into space successfully to unlock game patch
Space Shuttle
Dock successfully to unlock Commander game patch
Spider Fighter
Game patch unlocked when the timer reaches 300 seconds
Spider Fighter
Tilt-o-vision mode unlocked when the timer reaches 180 seconds
Stampede
Score at least 1,500 points in game one to unlock Multi-screen mode
Stampede
Score at least 1,000 points in game three to unlock game commercial
Stampede
Score at least 1,500 points to unlock game patch
Starmaster
Game commercial unlocked when timer reaches 300 seconds on the Ensign level
Starmaster
Ensign patch unlocked when the timer reaches 120 seconds
Starmaster
Leader patch unlocked when the timer reaches 300 seconds
Starmaster
Wing Commander patch unlocked when the timer reaches 180 seconds
Starmaster
Supreme Starmaster patch unlocked when the timer reaches 220 seconds
Tennis
Win six games (one match) against the CPU to unlock game patch
Tennis
Win six games (one match) against the CPU to unlock game commercial

AGGRESSIVE INLINE

There are bags of codes for this belting roller-blading sim that will enable you to tame the tarmac and unlock untold secrets in seconds. To enter them, go to the Cheats screen in the Options menu and then type them in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY
K, H, U, F, U

ELEVATOR WALLRIDES
8, 2, 8, 2, 4, 6, 4, 6, A, B, A, B, S

HAVE ALL KEYS
B, A, K, A, B, A, K, A

PERFECT GRINDS
B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS
J, U, S, T, I, N, B, A, I, L, E, Y

PERFECT MANUAL BALANCE
Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN
←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS
↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES
↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS
←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

AIRBLADE

An extremely cool code that unlocks everything (yes, everything), plus all the extra characters and costumes that you can obtain by playing through and completing the game.

MASTER CODE
Select to play Story Mode then, on the level select screen, press ↑, ↓, ↑, ↓, L1, L2, R2, R1, SELECT + ⊗. If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked. Let the fun commence!

GOD MODE
START, ⊡, ◎, △+⊗, ⊡, ◎, START

ALL LEVELS OPEN
START, ⊡, ◎, △ + ⊡, ⊡, ◎, START

NO CLIPS
START, ⊡, ◎, ⊡+◎, ⊡, ◎, START

ALIENS VERSUS PREDATOR: EXTINCTION

UNLOCK CHEATS
Pause during gameplay and press: R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1. A Cheats menu can now be accessed by selecting Options at the pause screen. The following cheats are available:

Toggle Unit Spying
Gimme $10000
Player Invulnerable
Clear Fog Of War
Cheat Win
Show LZ's
Enable All Levels

NUGGETS OF ADVICE FOR NEW HOUSE HUNTERS

***The Sims* proves that a life spent slaving over a hot stove can actually prove very enjoyable indeed. But, before you get there, it's the rollercoaster world of house buying for you. Rich explains more...**

1. THE HOUSE
"Best advice I can give you, is don't bother. If, however, you still want to go through the heart-wrenching pain of buying a house, choose one with a shed and no Stanna stairlift."

2. THE OFFER
"Offer them something ridiculous – like £4.75. The point of this is to keep 'em hungry. When they chuck it back in your face, offer the asking price. It's not worth the hassle."

3. THE EXCHANGE
"When it comes to completion, be careful what you sign: I once got roped into performing as Ricardo at an all-male 'enjoyment' club."

4. THE MOVE
"Don't bother with so-called removal 'specialists'. They treated my Rod Stewart collection with utter disdain."

5. THE FIRST HOURS
"Once in, expect to discover the character of the place: leaking pipes, broken tiles and turd in the carpet."

SPEED KING

BURNOUT 2: POINT OF IMPACT

HOW TO GET HOLD OF THE HOTTEST CARS...

The cheats for this game, until we hear otherwise, are unlocked by completing various modes in the main game. When you eventually unlock a cheat, you'll be able to access it via a new 'Cheat Mode' option that will appear in the main Options Menu. Here are the delights that you can uncover by racing well and meeting the criteria...

INVULNERABILITY
Win all gold medals in Grand Prix Championship Mode.

RUNAWAY
Win all gold medals in Crash Mode.

FACE OFF
Win all the Face Offs in the first championship.

1997 ECLIPSE CAR
Complete the Custom Championship twice and get the top score in all races.

CUSTOM CHAMPIONSHIP
Get all gold medals in the first championship.

2001 FOCUS SVT CAR
Complete the Custom Championship twice and get the top score in all races.

CLASSIC 1970 CAR
Win Pursuit 2 by destroying the classic 1970 car with the police car.

DRIVERS ED CAR
Complete Driving 101 with all gold medals.

OVAL RACER CAR
Win Face-Off 2 against the Oval Racer.

POLICE CAR
Win Pursuit 1 by destroying the criminal's car before it gets away.

TWO-PLAYER PURSUIT
Successfully complete Pursuit 3.

AMPLITUDE

All codes are inputted whilst a song is playing.

BLURRY VISION
R3 (click right analogue stick in) four times, then L3 (the left analogue stick) four times, and then R3 one more time.

MONKEY GEMS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

CHANGE THE NOTE POSITIONS
⊗, ⊗, ←, ←, ↘, ↘, →, →

TRANSPARENT PANELS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(takes effect in the next game you start)

TUNNEL/TEMPEST MODE
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(input code once for Tunnel, twice for Tempest)

SECRET SONG
To unlock the 26th song in the game (Spaztic by Cosmonaut Zero), you must first beat all 25 songs on Insane difficulty.

ARCTIC THUNDER

Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

No drones
⊡, ⊡, ◎, ◎, L1, R1
Catchup
◎, ⊡, ◎, ◎, ⊡, START
Snowball power-ups
⊡, ⊡, ⊡, L1, ◎, START
Grappling hook
◎, ◎, L2, ◎, ◎, L1, START
Rooster power-ups
R1, R2, L2, L1, ⊡, START
Snowbomb power-ups
◎, ◎, R1, R2, START
Boost power-ups
◎, R1, R1, ◎, R2, START
Random power-ups
R1, R2, ⊡, ◎, R1, R2

ARMORED CORE 3

DROP PARTS
Press and hold down L1, L2, R1, R2 and △ together to drop your right arm weapon, inside parts and back unit.
Press and hold down L1, L2, R1, R2 and L3 together to drop your extension parts.
Press and hold down L1, L2, R1, R2 and ◎ together to drop your left arm weapon.

GAIN ENEMY EMBLEMS
Press START and SELECT while viewing a defeated AC at the victory screen. An audio note will verify that you've acquired the relevant emblem.

FIRST PERSON VIEW
Insert a memory card with saved game files from Armored Core 2 or Armored Core 2: Another Age and use it to save your current progress in Armored Core 3. Resume your game and press START to pause. Now press L1, R2, ⊗, ⊡ and the D-Pad to reveal the first person view at the point of pausing. Normal viewpoint returns when the game is unpaused.

ARMY MEN: RTS

There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the R2 button first.

Different Colours
⊡, △, ⊡, ⊡, ⊗, ◎
Drop Paratroopers
◎, ⊡, ◎, ⊡, △, △
Get 5000 Plastic
△, ◎, ⊡, ⊗, △, ⊡
More From Dumptrucks
⊡, ⊡, ⊡, △, ◎, ⊗
Get 2000 Plastic
△, ⊡, ◎, ⊗, △, ⊗
Super soldiers
⊡, ⊡, ⊗, △, ⊗, ⊡
Super enemies
△, △, ⊗, ⊡, △, △
2000 Electricity
△, ⊡, ◎, ⊗, △, ⊗
5000 Plastic
△, ◎, ⊡, ⊗, △, ⊡
Paratroopers
◎, ⊡, ◎, ⊡, △, △
Extra dump truck resources
⊡, ⊡, ⊡, △, ◎, ⊗
Green army is blue
⊡, △, ⊡, ⊡, ⊗, ◎
Tan army is green
△, △, ⊗, ⊡, △, △
Kill your soldiers
⊡, △, ←, ←, △, ⊡

ATV OFFROAD FURY 2

Ease the fury and enjoy the drive of your life (probably) with these filthy cheats. Select the 'Profile Editor' option at the Main Menu, then select 'Unlock Items'. Now simply go to 'Cheat Codes' and whack in these dirty delights...

Master code
IGIVEUP
All ATVs
SHOWROOM
All games
GAMEON
All tracks
TRLBLAZR
All equipment
THREADS
All championship events
GOLDCUPS
Disable wrecks
FLYPAPER
1000 profile points
GIMMEPTS
San Jacinto Isles
GABRIEL
Aggressive CPU ATVs
EATDIRT

ALL TRACKS
Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE
Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticably enhanced.

ATV QUAD POWER RACING 2

Start a new profile and enter the following codes at the 'Name Your Rider' screen. An on-screen message confirms correct code entry.

All riders
BUBBA
All Vehicles
GENERALLEE
All tracks
ROADKILL
Maxxed Out Skill
FIDDLERSELBOW
Maxxed Out Stats
GINGHAM
All Championships
REDROOSTER
All Challenge
DOUBLEBARREL

B IS FOR...

BACKYARD WRESTLING:

DON'T TRY THIS AT HOME

UNLOCK ALL MOVIES AND FIGHTERS
At the main menu, hold L1 and press ⊗, ⊡, △, ◎, ⊗, ⊡, △, ◎.

UNLOCK DAMEON REDD
Complete Talk Show Mode as any wrestler, then win the Meatlocker Mash in Talk Show mode as JCW's Evil Dead.

UNLOCK EL DRUNKO
Complete talk show mode as any wrestler, then win Truckstop Turmoil in Talk Show Mode as Karnage.

UNLOCK MADROX
Complete Talk Show Mode as any wrestler, then win Club Beatdown in Talk Show Mode as Sabu.

UNLOCK MAD MAN PONDO
Complete Talk Show Mode as any wrestler.

UNLOCK MASKED HORN DOG
Complete Talk Show Mode as any wrestler, then win Backyard Bedlam in Talk Show Mode as Masked Mike.

UNLOCK SALLY
Complete Talk Show Mode as any wrestler, then win the Mansion in Talk Show Mode as Violent J.

UNLOCK TOM DUB
Complete Talk Show Mode as Mad Man Pondo.

UNLOCK TYLENE BUCK
Complete Talk Show Mode as any wrestler, then win the Mall in Talk Show Mode as Shaggy 2 Dope.

BALDUR'S GATE: DARK ALLIANCE

UNLOCK CHEAT MENU
At any during play, press R2+L1 + ← + △ then press t. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER
During play, press R2 + L1 + ← + △ then press R3 (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS
Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character (if you're a masochist and want to do it the hard way, that is!)

BATTLE ENGINE AQUILA
To activate the following codes, you must start a new game and then enter the codes as case-sensitive names. You can enter multiple codes simply by stringing the codes together in one long name. For example: B4K42!EVAH!

Level select
!EVAH!
Invincibility
B4K42
All bonuses
105770Y2

BIG MUTHA TRUCKERS

MASTER CODE
Enter either CHEATINGMUTHATRUCKER or ATJCEHJMJ as a code in the Options screen and all cheats and the Evil Truck will be unlocked. If you choose to have the Automatic Sat Nav, it will always take you to where you will get the best price, but you will not be able to race against the other truckers.

TRUCKIN' CHEATS
Feel guilty about swindling Ma out of her business by using the Master Code? Then enter any of these as codes on the Options screen to unlock everything one by one.

Evil truck
VARLEY
Fast truck
GINGERBEER
$10 million
LOTSAMONEY
Level select
LAZYPLAYER
Unlimited time
PUBLICTRANSPORT
Disable damage
6WL
Automatic Sat Nav
USETHEFORCE
Diplomatic immunity
VICTORS
Small pedestrians
DAISHI

BLACK & BRUISED
Select the Cheat Codes option from the Setup Menu and enter any of the following codes:

INTERCONTINENTAL MODE
START, ⊗x3, ◎x3, ⊡x3, START

ALL BOXERS
START, ⊗, ◎, ⊡, ⊡, R1, R1, ⊡, ◎, ⊗, START

SCRAP YARD SCENE
START, ◎, R1, ◎, R1, ⊗, ⊗, START

INVULNERA-BILITY FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ⊗, ◎, ◎, R1, R1, ⊡, ⊡, START

DOUBLE SPEED
START, R1x10, START

CONSTANT POWER-UP FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊡x3, START

BLADE II

MAIN MENU CHEATS
The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select
(Hold L1 and press)
↓, ↑, ←, ←, ◎, →, ↓, ⊡

All weapons
(Hold L1 and press)
⊡, ◎, ↓, ←, ◎, ◎, △

Daywalker difficulty
(Hold L1 and press)
←, ◎, ↑, ↓, ⊡, ◎, ⊗

IN-GAME CHEATS
The following codes must be entered during an actual game. Simply pause the action to input them.

Unlimited health (Hold L1 and press △, ⊡, △, ⊡, △, ◎, △, ◎

Unlimited rage (Hold L1 and press)
←, ↓, ←, ↓, →, ↑, →, ↑

Unlimited ammo (Hold L1 and press)
←, ◎, →, ⊡, ↑, △, ↓, ⊗

Escorted NPCs are invincible (Hold L1 and press) ⊡, ◎, △, ⊗, ⊡, ◎, △, ⊗

BLOODRAYNE
Enter the following codes at the Cheat Menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause Menu.

Unlock God Mode
TRIASSASSINDONTDIE

Unlock Time Factor
NAKEDNASTYDISHWASHERDANCE

Unlock Restore Health
LAMEYANKEEDONTFEED

Unlock Fill Bloodlust
ANGRYXXXINSANEHOOKER

Unlock Secret Louisiana Level
BRIMSTONEINTHEBAYOU

Unlock Gratuitous Dismemberment
INSANEGIBSMODEGOOD

Unlock Juggy Mode
JUGGYDANCESQUAD

LEVEL SELECT
Enter ONTHELEVEL at the Cheat Menu. A message appears to confirm correct code entry. Return to the Main Menu and highlight 'New'. Hold SELECT and press START to bring up the Level Select Menu. The secret Louisiana level can be accessed by selecting 'LA_HILL'

BLOODY ROAR 3

UNLOCK KOHRYU
Defeat Kohryu and complete Arcade Mode to unlock him as a playable character.

UNLOCK URANUS
Play through Arcade Mode and defeat Xion without using any continues up until that point. Then defeat Uranus and go onto complete the game to unlock her as a playable character.

GALLERY PICTURES
Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE
Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY
Complete Acrade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING
Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED
Obtain a ranking with every character in Acrade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE
Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

ONE-HIT KNOCKDOWNS
Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE
Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permenantly in beast form.

ONE FALL MODE
Win 20 rounds with a single character in Survival Mode to unlock One Fall Mode. In this mode, the first fighter to be knocked down is the loser so you'd better get in there first.

BMX XXX
It's not big, it's not clever, but if you want to reveal even more in this nork-tacular bike game, then enter any of the following codes in the Cheat Menu.

Level select
XXX RATED CHEAT
Stage select
MASS HYSTERIA
Play as Amish Boy
ELECTRICITYBAD
All bikes
65 SWEET RIDES
Hellkitty's bikes
HELLKITTY487
Itchi's bikes
ITCHI594
Joyride's bikes
JOYRIDE18
Karma's bikes
KARMA311
La'tey's bikes
LATEY411
Manuel's bikes
MANUEL415
Mika's bikes
MIKA362436
Nutter's bikes
NUTTER290
Rave's bikes
RAVE10
Skeeter's bikes
SKEETER666
Tripledub's bikes
TRIPLEDUB922
Twan's bikes
TWAN18
Launch Pad 69 level
SHOWMETHEMONKEY
Rampage Skatepark level
IOWARULES
The Dam level
THATDAMLEVEL
Las Vegas level
SHOWMETHEMONEY
Roots level
UNDERGROUND
Sheep Hills level
BAABAA
Syracuse level
BOYBANDSSUCK
Night Vision Mode
3RD SOG
Happy Bunny Mode
FLUFFYBUNNY
Ghost Control Mode
GHOSTCONTROL
Super Crash Mode
HEAVYPETTING
Green Skin Mode
MAKEMEANGRY
Visible Gap Mode
PARABOLIC
All FMV sequences
CHAMPAGNE ROOM
Bonus Movie 1 sequence
THISISBMXX
Bonus Movie 2 sequence
KEEPITDIRTY
Dam 1 FMV sequence
BOING
Final Movie FMV sequence
DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence
HIGHBEAMS
Las Vegas 2 FMV sequence
TASSLE
Launch Pad 69 1 FMV sequence
iflungpoo
Launch Pad 69 2 FMV sequence
PEACH
Rampage Skatepark 2 FMV sequence
BURLESQUE
Sheep Hills 1 FMV sequence
ONEDOLLAR
Sheep Hills 2 FMV sequence
69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence
LAPDANCE
The Bronx, NYC 2 FMV sequence
STRIPTEASE
UGP Roots Jam 2 FMV sequence
BOOTYCALL
Park editor
BULLETPOINT

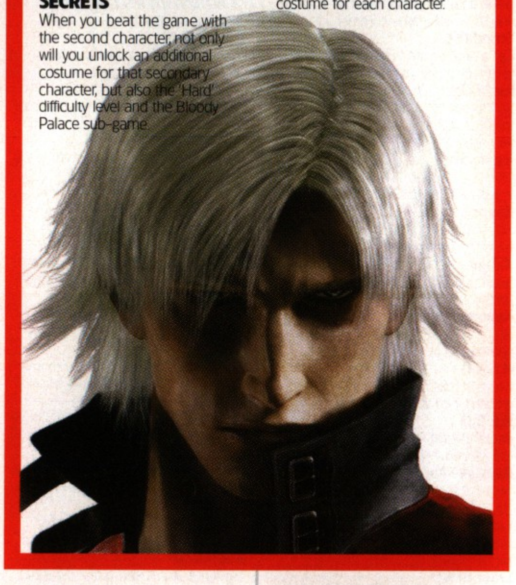
SATANTASTIC!

DEVIL MAY CRY 2
GET ALL THE GAME CAN GIVE IN ONE – OR TWO AT MOST – EASY STEPS. OR THREE.

FIRST COMPLETION SECRETS
When you beat the game for the first time, you'll unlock a mission select menu and an additional costume for the character you completed it with. These costumes are selectable at the loading screen by pressing L1 or R1.

SECOND COMPLETION SECRETS
When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.

FURTHER COMPLETION SECRETS
When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from Devil May Cry for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.



BRITNEY'S DANCE BEAT
See even more of the gyrating pop princess (if that's the sort of thing that floats your boat)!

Unlock That Music Video
Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? To unlock this desirable extra, simply acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

BURNOUT

EXTRA MODES
Completing championships has the effect of opening up new modes.

Journeyman GP
Face Off 1
Big Run GP
Face Off 2, Survival, Free Run
Savage Streets GP
Face Off 3
USA Marathon
Face Off 4

C IS FOR...

CAPCOM VS SNK 2

INFINITE GROOVE EDIT POINTS
Complete Survival Mode.

UNLOCK SHIN AKUMA AND ULTIMATE RUGAL
You have to beat these fighters in Arcade Mode. You'll need to fight well as you'll only meet them if you're on top form. Play SNK groove to get Shin Akuma and Capcom to get Ultimate Rugal.

IRAQI IRRITANT

CONFLICT: DESERT STORM
HARD GAME, THIS. SO WHY NOT JUST GO AHEAD AND CHEAT?

Apparently gone are the days of frantic joypad pressing into order to activate cheats according to SCi. To input cheats in this game you'll need to plug a USB keyboard into your PS2 and then press the following buttons to trigger the corresponding effect.

BUTTON	CHEAT
k	Toggle damage
L	Display debug info
Y	Reverse aiming
X	Freeze game
\	Display menu

To unlock a hidden Cheat Mode simply press ⊡, ⊡, ◎, ◎, L1, L1, R1, R1, L2, L2, R2, R2 at the Main Menu. There is no confirmation message but if you then start a game, pause and enter the Options screen, the 'Cheats' option will be unlocked that includes such great bonuses as 'Trooper Level', 'Enemy AI' and 'Mission List'.

BOSS BATTLE MODE
Unlock Ultimate Rugal and Shin Akuma, then keep ◎ + □ whilst selecting Arcade Mode.

EXTRA OPTIONS
Conquer Boss Battle Mode

GROOVE EDIT MODE
Defeat either Rugal or Akuma in Arcade Mode.

CHAOS LEGION

Finish the game on any difficulty setting to unlock the following:

Liv Special PV (a short film about the making of the theme song)
Extra playable character – Arcia
Total Results menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

CLOCK TOWER 3

VIEW FMV SEQUENCES

Like any movie you want to watch it over and over again. You need to unlock the Cinema Theatre Mode. All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press R1 and you can view the artwork.

ALTERNATE COSTUMES

Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more Tatu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room. Now you really can dress to impress.

CLEAR MODE

Clock Tower 3 is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job, then, that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat. Nice.

CONFLICT: DESERT STORM 2

EXTREME MODE

Successfully complete the game under the hard difficulty setting to unlock the extreme difficulty setting.

CONTRA: SHATTERED SOLDIER

EXTRA LIVES

During the title screen, press ↑, ↑, ↓, ↓, L1, R1, L2, R2, L3, R3 on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 lives (the credits thereafter take you back to the default number of lives though).

EXTRAS

There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

Level 5 (training)
Complete level five on the Normal difficulty setting.
Level 6
Complete level five with an 'A' rank.
Level 6 (training)
Complete level six during the normal game.
Level 7
Complete level six with an 'A' rank.
Level 7 (training)
Complete level seven during the normal game.
Final Boss battle (training)
Defeat the final Boss during the normal game mode.
Gallery option
Complete the game with an 'A' rank.
Database option
Complete the game with a 'B' or 'C' rank.
Theatre option
Complete the game under the Normal difficulty setting once.
Satellite Weapon
Complete level five with a 'B' or 'C' rank.
Return
Complete level seven up to the credits with an 'A' rank.
Triumphant Return
Complete level seven including after the credits with an 'A' rank.
Contra Vs Puppy
Complete the game with an 'S' rank.
In-game reset Hold L1 + L2 + R1 + R2 + START + SELECT during play to return to the Main Menu.

TAKE THE RAP

DEF JAM VENDETTA

UNLOCK EVERY CHARACTER IN THE GAME. SIMPLE AS THAT.

Enter a User ID at the 'User Setups' Menu and hold L1 + L2 + R1 + R2 at the character screen. Then stick da code in.

Unlock Arii	⊗, □, △, ◎, □
Unlock Briggs (alternate costume #1)	⊗, △, ◎, □, ◎
Unlock Briggs (alternate costume #2)	⊗, △, □, ⊗, ◎
Unlock Carla	⊗, □, ⊗, ⊗, ⊗
Unlock Chukklez	□, □, △, ⊗, ◎
Unlock Cruz	◎, △, ⊗, ⊗, ◎
Unlock D-Mob	□, △, ◎, ⊗, ◎
Unlock D-Mob (alternate costume)	□, □, △, □, □
Unlock Dan G	⊗, ◎, ⊗, ◎, □
Unlock Deebo	◎, ◎, ⊗, ⊗, △
Unlock Deja	◎, □, ◎, ◎, ⊗
Unlock DMX	◎, ⊗, ◎, △, □
Unlock Drake	△, □, ◎, ⊗, ⊗
Unlock Drake (alternate costume)	⊗, △, △, ◎, ◎
Unlock Funkmaster Flex	◎, △, ◎, ◎, □
Unlock Headache	△, △, △, □, ◎
Unlock House	△, ⊗, △, ◎, ⊗
Unlock Iceberg	□, △, ◎, □, ◎
Unlock Ludacris	◎, ◎, ◎, □, △
Unlock Manny (alternate costume)	◎, □, ◎, □, ◎
Unlock Masa	⊗, ◎, △, □, □
Unlock Method Man	□, ◎, ⊗, △, ◎
Unlock Moses	△, △, □, □, ⊗
Unlock NORE	◎, □, △, ⊗, ◎
Unlock Nyne	□, ◎, ⊗, ⊗, △
Unlock Omar	◎, ◎, □, △, △
Unlock Opal	◎, ◎, □, □, △
Unlock Peewee	⊗, ⊗, □, △, □
Unlock Peewee (alternate costume)	⊗, △, △, □, ◎
Unlock Penny	⊗, ⊗, ⊗, △, ◎
Unlock Pockets	△, □, ◎, □, ⊗
Unlock Proof (alternate costume)	⊗, □, △, □, ◎
Unlock Razor	△, □, △, ◎, ⊗
Unlock Razor (alternate costume)	□, ◎, ⊗, △, △
Unlock Redman	◎, ◎, △, □, ⊗
Unlock Ruffneck	⊗, □, ⊗, △, ◎
Unlock Ruffneck (alternate costume)	□, ◎, △, ⊗, □
Unlock Scarface	◎, □, ⊗, △, □
Unlock Sketch	△, △, ◎, □, ⊗
Unlock Snowman	△, △, ⊗, ⊗, ◎
Unlock Spider (alternate costume)	□, △, ⊗, □, ◎
Unlock Steel	⊗, △, ◎, ◎, △
Unlock T'ai	◎, ◎, □, ⊗, ◎
Unlock Zaheer	△, △, □, ⊗, ⊗

CRAZY TAXI

On the Character Select Screen, hold L1 + R1, then release L1 and then R1. Hold L1 + R1 again and then release both simultaneously before finally pressing ⊗. If the code has worked you will hear the sound of a bicycle bell and whichever chartacter you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc...

EXPERT MODE

At the Main Menu, press and hold L1 + R1 + START. Continue to hold these buttons until the Character Select Screen appears, then press ⊗ to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE

Press R1 on the Character Select Screen and then release it. Then hold R1 again and press ⊗. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press R1 + L1, R1 + L1, R1 + L1, R1, R1 + ⊗.

CRICKET 2002

We've got the cheat you've been waiting for – Super Batsmen! Select the Inside EA Sport option from the Main Menu, Now press R2, ◎, L2, R1 and a message will appear to confirm correct input. Now, during play you can use L1 to tank the ball for a six as if you were only swatting a fly!

D IS FOR...

DANCING STAGE MEGAMIX

UNLOCK ALL BONUSES

Select Game Mode and then Single Play. Now hold w to return to the Main Menu. The game is fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune are all unlocked.

DARK CHRONICLE

EASY CASH

There are a number of loopholes to exploit if you want a lot of cash in a short period of time – here a few choice methods.

Get Max to equip the Lure Rod (invented by photographing Fish, River, and the Lafrescia Stem), and any lure, but make sure you have another one of the same lure in your inventory. Now equip the extra lure, and a noise should confirm you have two lures on the Rod at once, but still have that spare lure in your inventory. Spook. Keep doing this until you've got 998 lures on the Rod, then de-equip and sell them for huge amounts of wonga.

In Chapter Five, there's an enemy called Steam Tore. Lock onto him and circle around, avoiding him, but not attacking. He will spit out little trees which, when left alone, eventually explode and leave decent chunks of Gilda behind. Repeat ad nauseum, then kill Steam Tore, who will be significantly weaker after his tree-spewing antics.

After getting the fishing rod from Norm in the second chapter, discard the Mimi Bait he gives you, and talk to him again. He'll give you five more of them every time you run out, the generous soul. Use them to catch fish in the swamp nearby until you don't have room for any more fish, then sell them all at a healthy profit. With every 20 fish you catch (more or less), Erik's Improved Bombs ability is restored. If you got to him three times and full up your inventory with fish, you can rake in the cash and the FP. Keep going until you get bored, basically.

Invent the "Turkey" Spheda Club by taking pictures of the following: Special Peking Duck, Tree, and Windmill Feather. Next get your materials – a minimum of three Rolling Logs and three Scrap Metal, for a total cost of 90 Gilda, and a resell value of 230 Gilda.

DEAD OR ALIVE 2

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

CG GALLERY

Take some time out and win the Team Mode with five different characters to unlock the Gallery option at the Main Menu.

DEAD TO RIGHTS

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes to help you get revenge for you father that little bit faster:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, △, ↓
10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ◎
Boomstick Mode (Unlimited Shotgun Ammo)
→, ◎, ◎, ◎, □
Chow Yun Jack Mode (Always start with double guns)
△, ◎, ↑, ↑, ↑
Time To Play (All disarms)
□, □, ◎, ◎, →
One Shot Kills
△, ◎, ◎, ◎, ←
Sharpshooter Mode
(All Headshot Kills)
□,□, □, ↓, →
Bang Bang
◎, △, □, ◎, →
Wussy Mode (Less accurate enemies)
□, ←, △, ↑, ↓
Precursor (Targetting off)
↑, ↑, ↓, ↓, ↑
Hard Boiled Mode
(More accurate enemies)
△, □, ←, ←, ◎
Super Cop Mode
(Harder difficulty)
□, △, ←, ↑, →
Woof!
(Shadow has unlimited stamina)
◎, □, △, ◎, ↓
Gimme Some Sugar, Baby
(Unlimited adrenaline)
←, →, ←, ◎, □
Bulletproof Mode
(Unlimited armour)
↑, ↑, ↑, □, ↓
Up Close And Personal Mode
(Human shields have unlimited health)
□, △, ◎, △, □
Your Skills Are Extra-Ordinary
(Melee attack damage increases)
◎, ◎, ↑, ↑, □
Fight Club
(Enemies are disarmed)
→, □, ←, ◎, △
Jack Off
(Invisible Jack)
△, ←, ↑, ↑, △

DEUS EX

Press SELECT in-game and tap L2, R2, L1, R1. You now have access to Full Health, God Mode, Ammo, Energy, Mods and Skills. That's gotta be useful.

DEVIL MAY CRY

HARD MODE

Complete the game once.

LEGENDARY DARK NIGHT MODE

Complete Hard Mode.

DANTE MUST DIE MODE

Complete Legendary Dark Night Mode.

SUPER DANTE MODE

Complete Dante Must Die Mode. Be aware that in the game mode you can transform into a devil and use magic whenever you wish.

ALL-STAR GROUP PHOTO

Complete the game with a S rank in every level.

HOW TO GET ALL THE BLUE ORBS

SECRET MISSION 1: CRITICAL HIT

After defeating Phantom in Mission 3, return to the broken bridge and jump down. Shoot the Sin in the face with the shotgun to make her drop the scissors. Get as close as possible and shoot her in the face again. It must be a critical hit to complete the mission.

SECRET MISSION 2: PHANTOM BABY

At the beginning of Mission 4, go through the Cathedral doors. Use Holy Water to kill the 100 babies comfortably within the 30-second time limit.

GHOST RECON

ENTER THE MATRIX

ALL YOU NEED TO 'HACK' SUCCESSFULLY. OR, AS WE LIKE TO CALL IT, 'CHEAT'.

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556
Infinite Ammo

0034AFFF
All Weapons (this only unlocks the weapons that would normally be available for the level being played)

13D2C77F
Secret Level: Sparks' Training Construct
69E5D9E4
Infinite Focus

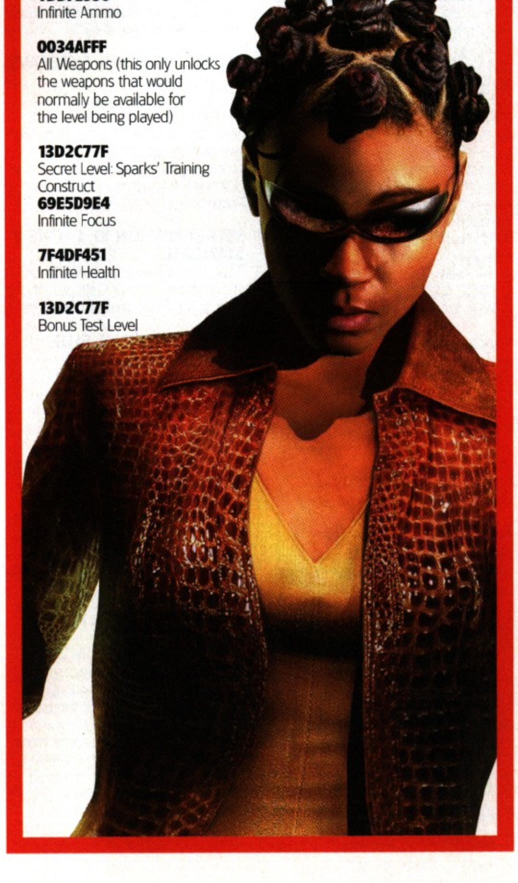
7F4DF451
Infinite Health

13D2C77F
Bonus Test Level

FFFFFFF1
Invisibility (enemies can't see you)

D5C55D1E
Multiplayer Fighting

7867F443
Faster Logos Flight Speed



FIGHT CLUB

FREEDOM FIGHTERS

COMMIE-CRUSHING CHEATS TO EASE YOU THROUGH THE HEART OF THE BIG APPLE.

Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory. 'Neat'.

SUBMACHINE GUN
△, ✕, □, ○, △, ↑

HEAVY MACHINE GUN
△, ✕, □, ○, △, ↓

SHOTGUN
△, ✕, □, ○, ○, ↑

SNIPER RIFLE
△, ✕, □, ○, △, →

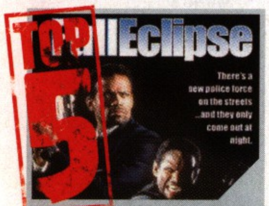
ROCKET LAUNCHER
△, ✕, □, ○, △, ←

UNLIMITED AMMO
△, ✕, □, ○, ✕, →

MAXIMUM CHARISMA
△, ✕, □, ○, ✕, ↓

SECRET MISSION 3: PHANTOM BABY 2
After completing Secret Mission 2, go to the Time Statue room (the starting point of Mission 4). Use your feet to stomp 100 babies within the 30-second time limit.

SECRET MISSION 4: THREE BEASTS
After defeating Shadow in Mission 4, go to the arena beneath the room containing the aeroplane.
Defeat the Shadows by being quick on your feet and attacking whenever you can. The fact that the auto-aim often focuses on the wrong targets doesn't make this tough mission any easier.


TOP 5
Full Eclipse
There's a new police force on the streets ...and they only come out at night.

STRAIGHT TO VIDEO CLASSICS

A cop on the edge. Etc.

1. FULL ECLIPSE
Those crazy eggheads at the LAPD have come up with a new idea: replacing regular cops with (cough) werewolves. The stellar cast includes the guy who hijacked the plane in *Passenger 57* and Mario Van Peebles, star of *Solo* and *10,000 Black Men Named George*.

2. ONE TOUGH B****RD
Think *Death Wish V* – then double the pain. One character actor Brian Bosworth deals out justice revenge-style as a wronged father. Also stars the guy who hijacked the plane in *Passenger 57* and MC Hammer.

3. CHINA O'BRIEN
She's got a leotard left over from the *Dirty Dancing* set and she's not afraid to use it. Oh, and she's taking down pimps, dealers and general scummers in a spell of high kicking straight out of *Fame*. Star Cynthia Rothrock hit a career high in 1997 with *Dukes of Hazzard: The Reunion*. (Sound of toilet flushing.)

4. RED SCORPION
'Acting' courtesy of Dolph Lundgren, script courtesy of a four-year-old chimpanzee. "He's a human killing machine. Taught to stalk. Trained to kill. Programmed to destroy. He's played by their rules... Until now."

5. EXPECT NO MERCY
None whatsoever. Stars Billy Blanks.

SECRET MISSION 5: ONE-EYED DEMON
During Mission 7, go to the Pipe Room (where you found the Old Key during Mission 6). Jump on the pipes and keep jumping so the two Kyclops can't hit you, but instead hit each other. Continue to do this until one Kyclops has killed the other.

SECRET MISSION 6: A BUNCH OF GHOSTS
During Mission 11, go to the Garden Courtyard (near where Mission 10 ended). Jump, wall jump and jump on the heads of the Sin Scissors until you reach the piece of Blue Orb.

SECRET MISSION 7: WATER PRISON
After Mission 13, go to the Captain's Room on the Ghost Ship and check his skeleton. Use the Needle Gun to defeat the 8 Blades.

SECRET MISSION 8: TREASURE GUARDED BY THE DEATH GOD
During Mission 15, go to the Spike Room (the starting point of Mission 14) and check the picture on the wall. If you've got it, use Nightmare Beta to defeat the three Shadows. Otherwise, use any means necessary.

SECRET MISSION 9: SHADOWS IN THE DARK
After defeating Nightmare in Mission 16, go to the room containing the aeroplane. Find and kill four Shadows. Two of them are in the room containing the aeroplane, one is in the Hall and the fourth is in the Bridge Room.

SECRET MISSION 10: A LONELY STAIRCASE
After defeating Nightmare in Mission 16, go to the Coliseum. Jump up the stairs to reach the piece of Blue Orb.

SECRET MISSION 11: BLUE STONE IN THE SKY
It's a good idea to save before attempting this difficult Secret Mission. During Mission 17, go to the broken bridge. To activate the Secret Mission Jump from the end of the bridge, back to the door end without falling in the water.

To do this, jump on the first platform, Air Raid to the last platform and finally jump to safety. Avoid the Death Scythes' attacks and use the jump-pools to reach the piece of Blue Orb.

SECRET MISSION 12: HIDDEN BRACELET
During Mission 21, check the wall opposite the Time Staue and enter the hidden room. Cross the long stretch of road and pick up the piece of Blue Orb.

Follow the path to a large room containing a fireless dragon. Defeat the dragon by hitting it on the head with one of your swords. Once defeated, take care of the Frosts before jumping to the Time Bracelet.

GET MORE ORBS
To get more Orbs in *Devil May Cry*, (and let's face it, you'd be a fool not to) kill all the monsters in a mission, save the game and then reset by pressing SELECT. Now go back, start the mission again and re-kill all the monsters. Keep doing this until you've got loads of Orbs. It does take a while (and to be honest, it gets a bit tedious), so do it on a mission where there are lots of monsters. It's a pain but the results are worth it.

DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability
L1, R1, L1, R1, L1, R1, L1, R1
Big Heads
R1, R1, L1, R1
Pin Heads
L1, L1, R1, L1

DINO STALKER

COMPLETION BONUSES
Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can!

DISNEY'S EXTREME SKATE ADVENTURE

Select Cheat Codes from the Options Menu and enter any of the following as case-sensitive codes. A scream confirms, correct code entry.

Code	Unlocks
friendsofbob	All skaters
extremepassport	All levels
sweetthreads	All 'Create Skater' items
supercharger	Infinite Special Meter
savannah	Lion King movie clip
marin	Toy Story 2 movie clip
nugget	Tarzan movie clip

DR MUTO

Ease those platform game-related ailments with these code-based pain killers. Simply enter any of the following as codes and enjoy the after effects on the crazy Dr!

Invincibility
NECROSCI
Never take damage
CHEATERBOY
All gadgets
TINKERTOY
Secret morphs
LOGGLOGG
All morphs
EUREKA
Go anywhere
BEAMMEUP
View FMV sequences
HOTTICKET
Super ending
BUZZOFF

DROPSHIP

Select the Classified Files option from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the desired cheat effect.

Invincibility
TEAMBUDDIES
Unlimited ammo
BLASTRADIUS
Level select
KINGSLEY
Bonus level 1
KREUZLER
Bonus level 2
SHEARER
Bonus level 3
UBERDOOPER

DRAKAN: THE ANCIENTS' GATES

Become a force to be reckoned with with these dragon-busting cheat codes.

GET RICH QUICK
To gain an instant $10,000 press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press ○, □, →, ←, ✕, △, ↓, ↑. You will be awarded the vast cash sum each time this code is entered so get pressing!

INCREASE SPELL LEVEL
To increase your spell level by one, press and hold these buttons: L1, R2, L2, R1 then, with those buttons still held, press this combination ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY
To become invincible, simply press and hold: L1, R2, L2, R1 then, with those buttons still held, press ✕, ↓, △, ↑, ○, →, □, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH
To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press △, ↓, ○, ←, □, →, ✕, ↑

E IS FOR...

EPHEMERAL FANTASIA

MINI DRINKING GAME
Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for $100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than Claire's and therefore out drink her.

MINI GUITAR GAME
Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON
Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON
Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

'SFF' ICON
Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick, Pick to make the bars scroll even faster.

'RANDOM' ICON
Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON
Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON
Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

'E' ICON
Press Red, Blue, Pick, Green, Red, Blue, Pick, Green to make the songs very hard.

CLEAR ALL ICONS
Press Pick x10 to clear all of the existing icons.

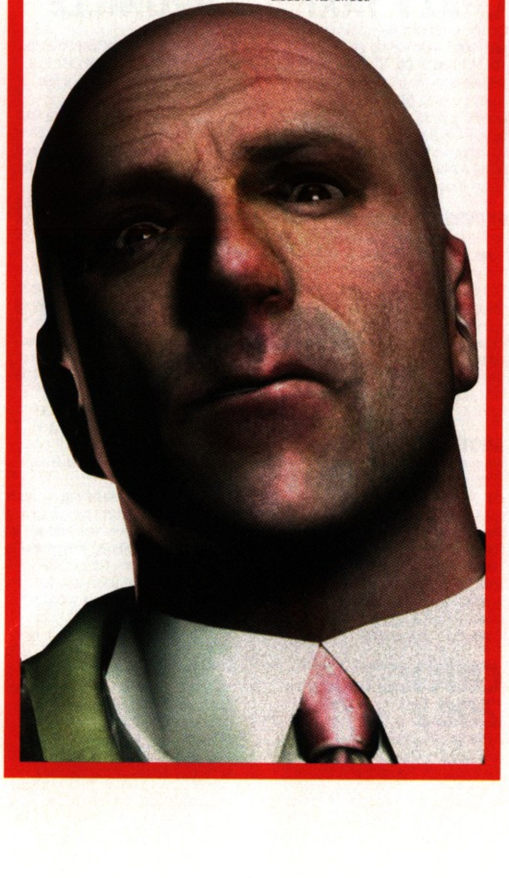
THE GUV

THE GETAWAY

STRUGGLING TO TAKE LONDON DOWN? STRUGGLE NO MORE, GUV'NOR...

DOUBLE HEALTH
Press ↑, ↑, ←, ←, →, →, ○, ○, ↓ during the FMV sequence that plays just before the Main Menu appears. The sound of a woman groaning will confirm correct code entry.

ARMOURED CAR WEAPON
Press ↑, ↓, ←, →, □, △, ○ during the FMV sequence that plays just before the Main Menu appears. Be aware that this weapon can only be used during missions. Repeat the code to disable its effect.



ESCAPE FROM MONKEY ISLAND

MONKEY INVADERS MINI-GAME
To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME
Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

ESPN NBA 2NIGHT

Rattle the rim in spectacular fashion with these slam-dunkin' delights...

The following cheat codes must be entered in the Cheats Menu in Options.

Big Hand Mode
BIGHAND
Big Head Mode
BIGHEAD
Improve Player Stats
ABILITYBONUS
Improve Shooting
EXCELLENT
Improved Dunks
DUNKERS
Invisible Players
INVISIBLE
Pancake Players
PANCAKE
Turn Out the Lights
DARKNESS
Yeti Mode
BIGFOOT
Big feet
BIGFOOT
No lights
DARKNESS
East dunks
DUNKERS
Small players
MINIMINI

ESPN X-GAMES SKATEBOARDING

ANOTHER MODE
Obtain all 36 licenses in Arcade Mode, then press ○ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE
Obtain 30 licenses in Arcade Mode with any character, then press □ + ✕ at the character select screen to start the game with a massive head!

LIBERTY CALLS

GRAND THEFT AUTO 3

BOOYAH! STREET CHEATS TO GET YOU FORWARDS. FAST.

To activate these cheats, enter them during the game. Any time you fancy too.

Get The Tank
○x6, R1, L2, L1, △, ○, △

Get The Dodo Car
→, R2, ○, R1, L2, ↓, L1, R1

Lower Wanted Level
R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓

Higher Wanted Level
R2, R2, L1, R2, ←, →, ←, →, ←

All Weapons
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Armour
R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

More Money
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Destroy All Cars
L2, R2, L1, R1, L2, R2, △, □, ○, △, L2, ←

Better Driving Skills
R1, L1, R2, L1, ←, R1, R1, △

Increased Gore
□, L1, ○, D, L1, R1, △, →, L1, ✕

Fog
L1, L2, R1, R2, R2, R1, L2, ✕

Overcast Skies
L1, L2, R1, R2, R2, R2, R1, L2, □

Rain
L1, L2, R1, R2, R2, R1, L2, ○

Normal Weather
L1, L2, R1, R2, R2, R1, L2, △

Speed Up Time
○x3, □x5, L1, △, ○, △

Different Costume
→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →

Pedestrian Riot
↓, ↑, ←, ↑, ✕, R1, R2, L2, L1

Pedestrians Attack
↓, ↑, ←, ↑, ✕, R1, R2, L1, L2

Pedestrians Crazy
R2, R1, △, ✕, L2, L1, ↑, ↓

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards that you've been searching for...

BOB BURNQUIST'S BOARD IN LA
Head towards the mansion and the hidden board is on top of the car.

BOB BURNQUIST'S BOARD IN NEW YORK
Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS
Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK
Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO
From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS
Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM
In the third room, go up the slope and Grind the dinosaur to obtain the hidden board.

RICK'S BOARD IN BOAT
Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS
If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVE OF EXTINCTION

BONUS WEAPON

Complete the game under any difficulty setting and then save after the credits have rolled. Now simply reload the saved game to start with a new meaty double dagger weapon to inflict extra damage.

SURVIVAL MODE

Play through level one and go through the subway where you need to get both Legacy Drives for the Lightning Rod. When you get out on the other side, go into the alley that has the fence with a junkyard on the other side and walk up to the fence. Press △ when equipped with the Lightning Rod and quickly grab on to the top of the fence. Jump over to the other side, then go to the wall that has the ladder on it. Climb up the ladder and get up to the top of the building. Once there, you will find a piece of paper hovering above the ground. Walk into that paper and a message stating that Survival Mode has been unlocked will appear. Save the game, then enter the bonus option at the Main Menu to play the new game option.

THREE-MINUTE BATTLE MODE

Play the China-town level after getting the Katar. Climb up the Chinese house that has the huge flame on the porch and once up there, kill the thug and go to the opposite side of the part you climbed up to. Go to the back of the house, but stay on the balcony. Jump to the building on the far side (all the way down, as far as you can see) and look around for another piece of paper. Walk into it and you will unlock the Three-Minute Battle Mode option.

EXTERMINATION

UNLOCK EXPERT MODE

Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

Successfully complete the game after finding all 15 dog tags. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE

DOG TAG LOCATIONS

There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnel. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of the box, where you can look out over the electric stream, the tag is next to the box – you should see it shining in the light.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

#7: Sergeant David Murran. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the tags off his, still warm, body.

#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defaeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the ice camo car, the tag is in the corner.

EXTREME-G 3

UNLIMITED SHIELDS

Pause the game at any time and press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO

At the Main Menu, press L1 + R1, L2 + R2, L1 + R1, L2 + R2. If the code has worked then a message will appear to confirm.

UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO

At the team selection screen, press L2, R2, L1, R1, L2 + R2, L1 + R1. If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS

At the main menu, press L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2. If the code has worked then a message will confirm and every track will be available to race on.

ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press R2 + L2 + R1 + L1, R2 + L2, R1 + R2, R2 + R1 + L2 + L1. If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY

At the main menu, press L1 + L2, R2 + R1, R1 + R2, L2 + L1.

START WITH EXTRA MONEY

Begin a new career, select a driver and press L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2. Your career will now get off to an improved financial start.

EXTREME LAP CHALLENGE

At the Main Menu, press L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2. If the code has worked then a message will confirm.

STARCOM TEAM

At the main menu, press L1, L2, R2, R1, R1, R2, L2, L1. If the code has worked then a message will confirm. But you knew that already.

GET A QUICK START

To get a jump start when you begin a race, hold ↑ during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas and you'll leave 'em standing!

EYETOY PLAY

EXTRA TRACKS

Get a high score on Boogie Down to unlock extra tracks.

EASY WISHI-WASHI

Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time, scoring muchos points in the process.

F IS FOR...

FIFA 2003

A couple of unlockables for all you accomplished goal poachers out there...

SEOUL STADIUM

Win the International Cup.

STADE DE FRANCE STADIUM

Win the Club Championship.

FIFA 2004

GETTING GOOD PLAYERS... ALWAYS

Go to the options menu then to 'Player Swaps'. Swap all the good players desired onto the team you want to play as, then save that as a squad. Call it whatever you fancy. Then go to 'New Season' and select 'Current Squads' and play your team. This is useful for a third division team. This team now has all the good players.

SHOULDER DROP

When dribbling with the ball in the direction of an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

THE DRAG AND GO

When a defender has you cornered hold i when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push 8 or 2 and you'll knock the ball him.

MARSEILLE ROULETTE

When dribbling with the ball hold i and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.

FINDING NEMO

Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

OPEN LEVELS

△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △

INVINCIBILITY

△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, △, ○, □, ○, ○, ○, △

CREDITS

△, □, ○, △, △, □, ○, △, □, ○, △, □, □, ○, △, □, ○, △, □, ○, ○, △, □, ○

REWARD (VIEW ALL MOVIE CLIPS)

△, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

FREEKSTYLE

To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing...

MASTER CODES

Unlock All Characters:
POPULATE
Unlock All Tracks:
TRAKMEET
Unlock All Bikes:
WHEELS
Unlock All Outfits:
YARDSALE
Unlock Everything:
LOKSMITH

TRACK CODES

Unlock Burn It Up:
CARVEROK
Unlock Gnome Sweet Gnome:
CLIPPERS
Unlock Let It Ride:
BLACKJAK
Unlock Rocket Garden:
TODAMOON
Unlock Crash Pad:
WIDEOPEN
Unlock The Burbs:
TUCKELLE

COOL CODES

Acid Racing:
WTCHKPRS
Always Freekout Time:
ALLFREEK
No Bikes:
FLYSOLO

MIKE METZGER CODES

Unlock Ecko MX Outfit:
HELLOOOO
Unlock All Tatted Up Outfit:
BODYART
Unlock Bloodshot Bike:
EYEDROPS
Unlock Rock Of Ages Bike:
BRRRRRAP
Unlock Rhino Rage Bike:
SEVENTWO

BRIAN DEEGAN CODES

Unlock Muscle Bound Outfit:
RIPPED
Unlock Commander Outfit:

DRIVER TOO

GRAN TURISMO 3: A-SPEC

THE SECRETS YOU DESERVE WITH A MINIMUM AMOUNT OF FUSS. GREAT, EH?

PROFESSIONAL MODE

Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold R1 + L1 and the word will change to 'Professional'. A much more challenging race is assured to push you to the limit.

SELECT AWARDS

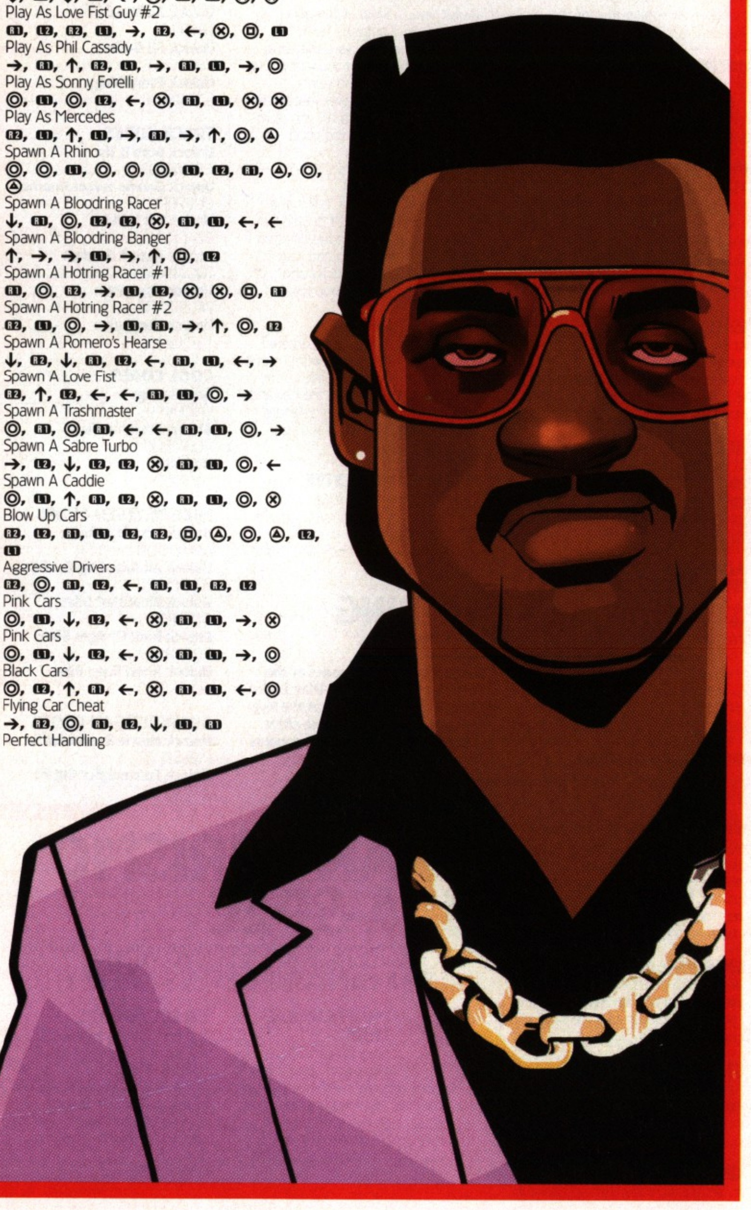
The cars you are awarded for winning a series aren't totally random. If you press ↑, ↓, ← or → when a silhoutted car has a large balck circle flashing underneath then that car will be selected as your next award.

AUTOMATIC CHOICE

GTA: VICE CITY

EVERY CHEAT EVER FOR ONE OF THE BEST GAMES OF ALL TIME.

All Weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armour
R1, R2, L1, ✕, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health
R1, R2, L1, ○, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level
R1, R1, ○, R2, ←, →, ←, →, ←, →
Lower Wanted Level
R1, R1, ○, R2, ↑, ↓, ↑, ↓, ↑, ↓
Ladies Man (certain women follow you)
○, ✕, L1, L1, R2, ✕, ✕, ○, △
Change Clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Play As Ricardo diaz
L1, L2, R1, R2, ↓, L1, R2, L2
Play As Lance Vance
○, L2, ←, ✕, R1, L1, ✕, L1
Play As Candy Suxxx
○, R2, ↓, R1, ←, →, R1, L1, ✕, L2
Play As Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ✕, R1
Play As Hilary King
R1, ○, R2, L1, →, R1, L1, ✕, R2
Play As Love Fist Guy #1
↓, L1, ↓, L2, ←, ✕, R1, L1, ✕, ✕
Play As Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ✕, □, L1
Play As Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ○
Play As Sonny Forelli
○, L1, ○, L2, ←, ✕, R1, L1, ✕, ✕
Play As Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ○, △
Spawn A Rhino
○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △
Spawn A Bloodring Racer
↓, R1, ○, L2, L2, ✕, R1, L1, ←, ←
Spawn A Bloodring Banger
↑, →, →, L1, →, ↑, □, L2
Spawn A Hotring Racer #1
R1, ○, R2, →, L1, L2, ✕, ✕, □, R1
Spawn A Hotring Racer #2
R2, L1, ○, →, L1, R1, →, ↑, ○, R2
Spawn A Romero's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →
Spawn A Love Fist
R2, ↑, L2, ←, ←, R1, L1, ○, →
Spawn A Trashmaster
○, R1, ○, R1, ←, ←, R1, L1, ○, →
Spawn A Sabre Turbo
→, L2, ↓, L2, L2, ✕, R1, L1, ○, ←
Spawn A Caddie
○, L1, ↑, R1, L2, ✕, R1, L1, ○, ✕
Blow Up Cars
R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1
Aggressive Drivers
R2, ○, R1, L2, ←, R1, L1, R2, L2
Pink Cars
○, L1, ↓, L2, ←, ✕, R1, L1, →, ✕
Pink Cars
○, L1, ↓, L2, ←, ✕, R1, L1, →, ○
Black Cars
○, L2, ↑, R1, ←, ✕, R1, L1, ←, ○
Flying Car Cheat
→, R2, ○, R1, L2, ↓, L1, R1
Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1
cars float on water
→, R2, ○, R1, L2, □, R1, R2
change wheel size
R1, ✕, △, →, R2, □, ↑, ↓, □
Sunny Weather
R2, ✕, L1, L1, L2, L2, L2, ↓
Cloudy Weather
R2, ✕, L1, L1, L2, L2, L2, △
Very Cloudy Weather
R2, ✕, L1, L1, L2, L2, L2, □
Stormy Weather
R2, ✕, L1, L1, L2, L2, L2, ○
Foggy Weather
R2, ✕, L1, L1, L2, L2, L2, ✕
Speed Up Time
○, ○, L1, □, L1, □, □, □, L1, △, ○, △
Slow Down Time
△, ↑, →, ↓, □, R2, R1
Pedestrians Riot
↓, ←, ↑, ←, ✕, R2, R1, L2, L1
You won't be able to turn this off once it's on.
Pedestrians Hate You
↓, ↑, ↑, ↑, ✕, R2, R1, L2, L2
You won't be able to turn this off once it's on.
women with guns
→, L1, ○, L2, ←, ✕, R1, L1, L1, ✕
tommy groupies
○, ✕, L1, L1, R2, ✕, ✕, ○, △
display media level meter
R2, ○, ↑, L1, →, R1, →, ↑, □, △.



SOLDIER
Unlock Mulisha Man Bike:
WHATEVER
Unlock Heavy Metal Bike:
HEDBANGR
Unlock Dominator Bike:
WHOZASKN

LEEANN TWEEDEN CODES

Unlock Fun Lovin' Outfit:
THNKPINK
Unlock Red Hot Outfit:
SPICY
Unlock Hot Stuff Bike:
OVENMITT
Unlock Trend Setter Bike:
STYLIN
Unlock Seducer Bike:
GOODLOOK

STEFY BAU CODES

Unlock Playing Jax Outfit:
KIDSGAME
Unlock UFO Racer Outfit:
INVASION
Unlock Amore Bike:
HEREIAM
Unlock Disco Tech Bike:
SPARKLES
Unlock 211 Bike:
TWONEONE

CLIFFORD ADOPTANTE CODES

Unlock Clifford Adoptante:
COOLDUDE
Unlock Tiki Outfit:
WINGS
Unlock Tankin' It Outfit:
NOSLEEVE
Unlock Gone Tiki Bike:
SUPDUDE
Unlock Island Spirit Bike:
GOFLOBRO

MIKE JONES CODES

Unlock Mike Jones:
TOUGHGUY
Unlock Blue Collar Outfit:
BABYBLUE
Unlock High Roller Outfit:
BOXCARS
Unlock Beater Bike:
KICKBUTT
Unlock Lil' Demon Bike:
HORNS
Unlock Flushed Bike:
PLUNGER

JESSICA PATTERSON CODES

Unlock Jessica Patterson:
BLONDIE
Unlock Warming Up Outfit:
LAYERS

FREESTYLE METAL X

Select Options at the Main Menu and then select Cheats. Enter the following as case-sensitive codes.

All riders and bikes
dudemaster
All bike parts
garageking
All costumes
johnnye
All levels and events
universe
All special stunts
fleximan
Instant $1,000,000
sugardaddy
Complete Gallery
seeall
All songs
hearall
All FMV sequences
watchall

FREQUENCY

CHEAT MODE

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher
←, →, →, ←, ↑
Bumper
→, ←, →, ←, ↑
Crippler
←, →, ←, →, ↓
Freestyler
←, →, →, ←, ↓
Multiplier
→, ←, ←, →, ↑
Neutralizer
←, →, ←, →, ↑

BONUS SONGS

Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

FUR FIGHTERS: VIGGO'S REVENGE

SECRET AREA

To find the secret level in the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Next you need to go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole in the fence and onto the boxes. You will now be transported onto his back as a machine-gun toting flea! Hilarious!

MAXTRIX-STYLE SCENE

In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then press START to view the new scene.

FUTURAMA

All the cheat codes below need to be entered during gameplay with L1 and L2 held down at the same time.

LEVEL CODES

PLANET EXPRESS
↓, □, △, ↓, □, △, □, △, ↑, ↑, SELECT

SEWERS
↓, □, △, ↓, □, △, □, △, ↑, →, SELECT

SUBWAY
↓, □, △, ↓, □, △, □, △, ↑, ↓, SELECT

OLD NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ←, SELECT

RED LIGHT DISTRICT
↓, □, △, ↓, □, △, □, △, ↑, △, SELECT

UPTOWN
↓, □, △, ↓, □, △, □, △, ↑, ○, SELECT

NEW NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ✕, SELECT

MINE
↓, □, △, ↓, □, △ □, △, →,

MINE TUNNEL
↓, □, △, ↓, □, △, □, △, →, ↓, SELECT

JUNKYARD 1
↓, □, △, ↓, □, △, □, △, →, ←, SELECT

JUNKYARD 2
↓, □, △, ↓, □, △, □, △, →, △, SELECT

JUNKYARD 3
↓, □, △, ↓, □, △, □, △, →, ○, SELECT

MARKET SQUARE
↓, □, △, ↓, □, △, □, △, ↓, ↑, SELECT

LEFT WING
↓, □, △, ↓, □, △, □, △, ↓, →, SELECT

RIGHT WING
↓, □, △, ↓, □, △, □, △, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, □, △, ↓, □, △, □, △, ↓, ←, SELECT

INNER TEMPLE
↓, □, △, ↓, □, △, □, △, ↓, △, SELECT

BOGAD'S SWAMP
↓, □, △, ↓, □, △, □, △, ←, ↑, SELECT

MOM'S HQ BENDER
↓, □, △, ↓, □, △, □, △, △, ↑, SELECT

MOM'S HQ LEELA
↓, □, △, ↓, □, △, □, △, △, →, SELECT

MOM'S HQ FRY
↓, □, △, ↓, □, △ □, △, △, ↓, SELECT

G IS FOR...

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, □, △. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ✕, ○. You will hear a sound to confirm correct entry of the cheat

CUBE ATTACK (GRADIUS III)

Get to Stage 9 to unlock Cube Attack in Extra Mode.

FIRST GRADIUS STAGE (GRADIUS III)

Let the Stage 10 boss hit you with a shot and the first Gradius Stage will be unlocked in Extra Mode.

EXTRA EDIT MODE (GRADIUS III)

Either play the game for ten hours or complete it to unlock Extra Edit Mode.

BOSS RUSH MODE (GRADIUS IV)

Complete the game to unlock this mode.

STAGE SELECT (GRADIUS IV)

Finish the game without the aid of any continues to unlock this mode.

THE GREAT ESCAPE

LEVEL SELECT

At the Main Menu input:
L2, □, L2, ○, R1, ○, L1, L2, ○, □

This unlocks two new options; The Greatest Escape, which allows you to select the stage, and Level Select, which allows you to choose the difficulty setting.

ALL FMV SEQUENCES

At the Main Menu input: L1, □, ○, ○, R1, □, □, ○, L1, R1

UNLIMITED AMMO AND HEALTH

Pause the game with a Gun and a Health Kit in your inventory, then press: ○, L2, R1, L1, ○, □, L1, R1, L1, R1

GT CONCEPT

JAPANESE MOVIE

Once all the Normal Level stages have been completed, the Japanese opening movie of *GT Concept* can be viewed by selecting the left-hand prize on the Game Status screen.

TOYOTA POD RACE

Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, though.

VIEW END CREDITS

Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC
Once all the Normal Level stages have been completed, players can add 10 million credits to their *GT3 A-Spec* game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL
Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down L1 and R1. You can unlock the Ace Level difficulty setting by executing this procedure at any time. Be warned – it sure ain't easy!

GUN GRIFFON BLAZE

UNLOCK TYPE-9
Earn 13 medals.

UNLOCK TYPE-13
Earn 41 medals.

UNLOCK JAGDPANTHER
Earn 25 medals or six million points

H IS FOR...

HALF-LIFE

Invincibility
←, □, ↑, △, →, ◎, ↓, ⊗
Unlimited ammo
⊗, ←, ◎, ↓, ⊗, ←, ◎
Slow motion
→, □, ↑, △, →, □, ↑, △
Invisibility
←, □, →, □, ←, □, →, □
Alien mode
↑, △, ↑, △, ↑, △, ↑, △
Low gravity
↑, △, ↓, ⊗, ↑, △, ↓, ⊗

HARRY POTTER AND THE CHAMBER OF SECRETS

On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better. For this you'll get the Nimbus 2000 flying broomstick which enables you to fly anywhere around the school during the day. A very handy addition indeed...

HAVEN: CALL OF THE KING

Haven knows how its taken us so long to uncover this gem!

To refill your health bar at any time during play, simply press R2, L2, R1, ◎, △, L2, ⊗, □ and, as if by magic, it will top itself up.

HEADHUNTER

STAR LOCKER
Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices and collect all the goodies inside.

HOT WHEELS VELOCITY X

Sadly no quick-fix codes for this pacey racer yet, but there are plenty of cool extras to unlock by completing the game the hard way. Here's what lies tucked away at the chequered flag.

All cars
Hit 11 Bonus Stunt items while completing Challenge Eight.
All worlds
Find the Hidden Key while completing Challenge 18.
All gadgets
Hit at least 30 Barrels while completing Challenge Seven.
Upgraded laser
Complete Challenge 18 on the very hard difficulty setting.
Unlimited ammunition
Hit at least 50 Barrels while completing Challenge 18.
Unlimited health
Hit at least 179 Barrels while completing Challenge 17.
Unlimited turbo
Collect 8 Zappers while completing Challenge Four.
Timer speed
Intentionally hit at least 60 Barrels while completing Challenge 12.

HULK

Choose 'Code Input' from the Options Menu and enter any of the following codes. Select 'Cheats' from the 'Special Features' Menu to toggle the cheats on/off.

Invulnerability
GMMSKIN
Regenerator
FLSHWND
Full Rage Meter
ANGMNGT
Unlimited Continues
GRNCHTR
Double Hulk's
HPHLTHDSE
Double All Enemies
HPBRNGITN
Half All Enemies HP
MMMYHLP
Wicked Punch
FSTOFRY
Puzzle Solved
BRCESTN
Reset High Score
NMBTHIH
Unlock All Levels
TRUBLVR

The following codes must be entered at a Universal Terminal during game play.

Hulk Transformed Movie Art
SANFRAN
Hulk Vs. Hulk Dogs Movie Art
PITBULL
Desert Battle Movie Art
FIFTEEN
On The Movie Set Movie Art
NANOMED

SHAKE AND DAX

JAK & DAXTER

THE EASY WAY TO SEEK OUT THAT VERY SPECIAL ALTERNATIVE ENDING...

SPECIAL ENDING
You need to collect at least 100 Power Cells before completing the game to see a special ending.

GUNDAMENTAL

HITMAN 2: SILENT ASSASSIN

CAN'T KILL QUICK ENOUGH? HERE'S THE CHEATS YOU'LL NEED.

Our stealth cheat snipers have been on red alert ever since this sharp-shooting epic was released – and guess what, they've come up trumps with some corking codes, all of which are entered during play (except for the Level Select, which is entered at the Main Menu.)

Level select
R2, L2, ↑, ↓, □, △, ◎
Level skip*
R2, L2, ↑, ↓, ⊗, ↘, ◎, ⊗, ◎, ⊗
God mode
R2, L2, ↑, ↓, ⊗, R2, L2, R1, L1
All weapons
R2, L2, ↑, ↓, ⊗, ↑, □, ⊗
Full heal
R2, L2, ↑, ↓, ⊗, ↑, ↓
Lethal charge
R2, L2, ↑, ↓, ⊗, R1, R1
Slow motion
R2, L2, ↑, ↓, ⊗, ↑, L2
Punch mode
R2, L2, ↑, ↓, ⊗, ↑, ↑
Toggle gravity
R2, L2, ↑, ↓, ⊗, L2, L2
Bomb mode
R2, L2, ↑, ↓, ⊗, ↑, L1
Megaforce mode
R2, L2, ↑, ↓, ⊗, R2, R2
Nailgun mode
R2, L2, ↑, ↓, ⊗, L1, L1

* Enable this code after starting a level

HUNTER: THE WAYWARD RECKONING WAYWARD

Nightmare Mode
Complete the game
Devin
Defeat Devin in the Prison area
Carpenter
Complete Nightmare Mode
Enable Cheats/Nephrack Trophy
Defeat Nephrack
Max Health Code/Pit Fighter Trophy
Complete the Downtown level using only the starting melee weapon
Max Ammo Code/Gun Trophy
Complete the Downtown level using only the starting ranged weapon
Monster Spawn Code/Werewolf Trophy
Defeat the Werewolf boss
Improve Edges Code/Witch Trophy
Defeat the Witch boss
Super Melee Damage Code/Machine Trophy
Defeat the Machine boss
Hard Monsters Code/Team-up Trophy
Complete the game in co-operative mode
All Weapons Code/Looter Trophy
Collect all silver pieces
Infinite Health Code/Warrior Trophy
Defeat all Midtown level enemies
Unlimited Ammo Code/Rogue Hunter Trophy
Defeat the Rogue Hunter
No Conviction for Edges Code/Life Saver Trophy
Save all the innocents in the Prison Hospital Lower Level
Chaingun Trophy
Find all the Chaingun pieces
Grenade Launcher Trophy
Find all the Grenade Launcher pieces
Deserter Trophy
Leave too many innocents in the Prison Hospital Lower Level

CHEAT CODES
By unlocking a trophy you are awarded a cheat code. The codes can be input at the Cheat Menu once the Nephrack Trophy has been acquired. Here are all the codes.

Enable Cheats
◎, △, ⊗, L1, L1, ←, ←
Max Health
△, △, ◎, ◎, □, L1, □, R1
Max Ammo
→, →, →, →, ↑, ↓, ↑, ↓
Monster Spawn
□, □, ◎, ◎, △, L1, L1, ↓
Improve Edges
L1, L1, ◎, ◎, ↓, ↓, ↑, ↓
Increase Melee Damage
↓, ↓, R1, R1, ↑, ⊗, ↑, ◎
Harder Monsters
□, □, △, □, L2, L2, ↑, ↓
All Weapons
□, ⊗, ◎, ⊗, ↑, ↓, ↑, ↓
Infinite Health
→, →, →, ⊗, ↑, △, ↑, □
Unlimited Ammo
⊗, △, ◎, □, △, ↑, ↓, ↓
No Conviction for Edges
L2, ↑, ⊗, ↑, □, □, ↓, ↓

UNLOCKING MODELS
By using the entertainment system in the game's hub room, players can view, rotate and, er, view a selection of character models. Here's how to unlock them all if you are into a spot of voyeurism.

Model	**How to unlock**
Emma	Rescue Emma
Joshua	Rescue Joshua
Le Roi	Rescue Le Roi
Devin	Defeat Devin
Werewolf	Defeat
Werewolf boss	Machine
Defeat	Machine boss
Witch	Defeat Witch boss
Nephrack	Defeat Nephcrack
Carpenter	Complete Nightmare
mode	
Rot Hand	Kill 25 Rot Hands
Rot	Kill 199 Rots
Prison Guard Rot	Kill 20 Prison Guard
Rots	
Flame-thrower Rot	Kill 8
Flame-thrower Rots	Gargoyle
Kill 10 Gargoyles	Hanged Spirit
Kill 7 Hanged Spirits	Mourner
Kill 40 Mourners	Aileron
Kill 75 Ailerons	Cultist
Kill 20 Cultists	War Ghoul
Kill 2 War Ghouls	Machine Monster
Kill 20 Machine	Monsters
Samantha	Unlock 8 models
Father Esteban	Unlock 12 models
Kassandra	Unlock 18 models

I IS FOR...

INDIANA JONES AND THE EMPEROR'S TOMB

UNLOCK GALLERY
Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

DROP AND LIVE
When accidentally falling from heights that would hurt or even kill you, press R1 just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

INTERNATIONAL SUPERSTAR SOCCER

UNLOCK HIDDEN TEAMS
On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎ and two All-Star teams will be unlocked.

J IS FOR...

JAK & DAXTER II

JAK'S GOATEE
Collect 5 orbs.

MIRROR WORLD
Collect 15 orbs.

BIG HEAD MODE
Collect 30 orbs.

SMALL HEAD MODE
Collect 45 orbs.

SCRAP BOOK

RING STING

THE LORD OF THE RINGS: THE RETURN OF THE KING

STICK IT TO SAURON WITH THESE TOP QUALITY CODES...

Pause the game, hold L1 + L2 + R1 + R2 and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups.

CHARACTER	CODE
Aragorn	↑, □, △, ✕
Frodo	△, ✕, ↓, ✕
Gandalf	○, △, ↑, ↓
Gimli	○, ○, △, ✕
Legolas	✕, △, ↑, ✕
Sam	△, ✕, ↓, ✕

Just like the last game, once you finish ROTK, you unlock special cheat codes.

RESTORE HEALTH
□, □, ○, ○
PERFECT MODE
○, ↓, △, ✕
ALWAYS DEVASTATING
△, ↑, △, ↓
ALL UPGRADES
↑, ↓, △, □
INFINITE MISSILES
□, □, ↓, ○
INVULNERABLE
□, ○, □, ↑
TARGETING INDICATOR MODE
↓, ○, ↑, □

Pause the game and enter the codes for the desired effect.

UPGRADE ARAGORN TO LEVEL 8
Hold down L1, L2, R1, R2 and then press ↑, □, △, ↑.

ARAGORN THREE-HIT COMBOS
Hold down L1, L2, R1, R2 and press □, ↓, ○, ↑. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN FOUR-HIT COMBOS
Hold down L1, L2, R1, R2 and press ↑, □, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN'S SPECIAL ABILITIES
Hold down L1, L2, R1, R2 and press ↓, ○, △, △. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE ARAGORN'S ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, □, □, △.

FARAMIR GAINS 1K EXP POINTS
To get Faramir 1,000 big ones, hold L1, L2, R1, R2 and then press □, △, ↑, □.

UPGRADE FARAMIR TO LEVEL 8
Hold L1, L2, R1, R2 and press ○, ○, ○, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FARAMIR'S ARROW SUPPLY
Hold L1, L2, R1, R2 and press △, ↑, ✕, ✕. Just the job.

LEVEL 8 FRODO
Hold L1, L2, R1, R2 and press ○, ○, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FRODO'S THROWING BLADE SUPPLY
Hold L1, L2, R1, R2 and press △, △, △, ○. A-blade-zing.

LEVEL 8 GANDALF
Hold L1, L2, R1, R2 and press ○, □, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF THREE-HIT COMBOS
Hold L1, L2, R1, R2 and press ↓, ✕, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF'S SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press ↑, ↓, △, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE GANDALF'S MAGIC MISSILE SUPPLY
Hold down L1, L2, R1, R2 and then press △, ↓, ✕, □.

LEVEL 8 GIMLI
Hold L1, L2, R1, R2 and press ✕, ○, ↓, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE GIMLI'S THROWING AXE SUPPLY
Hold down L1, L2, R1, R2 and then press ○, ○, ○, ✕.

LEVEL 8 LEGOLAS
Hold L1, L2, R1, R2 and press □, ↑, ↑, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

LEGOLAS' SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press △, ○, ✕, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE LEGOLAS' ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, △, △, ↓.

MERRY GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press ↓, ↓, □, ✕.

LEVEL 8 MERRY
Hold L1, L2, R1, R2 and press ↓, △, ✕, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE MERRY'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press □, ○, ○, △.

PIPPIN GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press △, ✕, □, ✕.

LEVEL 8 PIPPIN
Hold L1, L2, R1, R2 and press □, ↑, ↑, ○. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE PIPPIN'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ↑, ○, ↓, □.

LEVEL 8 SAM
Hold L1, L2, R1, R2 and press ○, ○, △, △. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE SAM'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ✕, ✕, ○, ✕.

UNLOCK FARAMIR
Begin a game as any character, pause, hold L1, L2, R1, R2 and press ✕, ✕, △, △. Faramir will now be unlocked at the character select screen.

UNLOCK FRODO
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press △, ○, ○, ○. Frodo will now be unlocked at the character select screen.

UNLOCK MERRY
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press ✕, ↓, ↓, ✕. Merry will now be unlocked at the character select screen.

UNLOCK PIPPIN
Hold L1, L2, R1, R2 and press △, ○, □, ↓. Pippin will now be unlocked at the character select screen.

Collect 55 orbs.

SCENE PLAYER
Act 1
Collect 65 orbs.

VULCAN FURY COURSE
Collect 75 orbs.

SCENE PLAYER
Act 2
Collect 95 orbs.

PEACE MAKER GUN COURSE
Collect 105 orbs.

SCENE PLAYER
Act 3
Collect 125 orbs.

REVERSE RACES
Collect 135 orbs.

LEVEL SELECT
Collect 145 orbs.

UNLIMITED AMMO
Collect 155 orbs.

UNLIMITED
Dark Jak
Collect 165 orbs.

INVULNERABILITY
Collect 175 orbs.

HERO MODE
Collect 200 orbs. When this cheat is activated, start a new game to begin with all four morph guns attachments and alternate secrets.

ALTERNATE
scrap book
Collect 200 orbs.

K IS FOR...

KENGO: LEGACY OF THE BLADE

Get straight to the point and make yourself aware of these sharp secrets!

ALTERNATE STAGES
Choose to play Versus Mode, then hold SELECT when choosing a stage at the selection screen. Only certain stages have an alternate version available.

ALTERNATE MUSASHI ATTACK
Choose to play Versus Mode, then hold SELECT when choosing Musashi at the character selection screen to unlock a two sword attack..

KENGO: MASTER OF BUSHIDO

PLAY AS A STUDENT
Press and hold R1 + R2 + L1 + L2 when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students becoming available to you.

UNLOCK HIDDEN CHARACTERS
Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes. You'll be glad that you did when you get to fight as them!

CONFUSE OPPONENT
During Versus Mode, repeatedly press ✕ + ○ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

PLAY AS THE WEST
Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE
Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle.

KINGDOM HEARTS

ALTERNATE ENDING SEQUENCE
Successfully complete the game with all Keyholes locked (including The Book Of Pooh), 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER
Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

SELECT OPPONENT
When you defeat Sephiroth, a new option ('Select Opponent') in the Hades Cup will open. This lets you select an opponent to fight with a lot of experience points.

EXPERT MODE
At the beginning of the game when asked to choose the difficulty setting, select 'Difficult.' Then when you are in the room with the sword, staff and shield, choose the sword. This is considered 'expert' mode.

L IS FOR...

LEGACY OF KAIN: BLOOD OMEN 2

CHEAT DEATH
Press L1, R1, L2, R2, □, ○, △ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK
During your jump attack, hold L2 then select 'Berserk.' Release L2 and then hold R1. Kain should now draw his weapon and hit any nearby enemies with it – it comes in very handy.

LEGACY OF KAIN: SOUL REAVER 2

BONUS MATERIALS
At the Main Menu press ←, △, →, △, ↓, ○, ✕. If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply try again.

LEGENDS OF WRESTLING

At the Main Menu, enter this code to unlock every wrestler that the game has to offer: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, □.

LEGION: THE LEGEND OF EXCALIBUR

To bolster your battalions and live an eternal life, enter any of the following codes during play to help you on your way.

Restore health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑,
1000 of Arthur's soldiers
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
1000 of Gwenevere's soldiers
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

LE MANS 24 HOURS

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat.

All tracks
SPEEDY
All cars
ACO
All Championships
NUMBAT
Le Mans Mode
WOMBAT

LMA MANAGER 2002

To become an instant 'Fergie', simply enter these cheat codes as names...

More money
MINTED
Auto-select tactics
NO BRAINER
90% skill
AWESOME
Run faster
HYPERACTIVE
Win every game
RUN OF FORM
Buy any player
FANTASY
Fast stadium construction
QUICK DRY
Quick healing
HEALING HANDS
Blind referee
MUST BE BLIND

LMA MANAGER 2003

The codes for this game are matched to the unique user ID of each game which will vary. The following codes will only work with games that have the same user ID. To get a new user ID, keep starting a new game or if you want to keep the same one, make sure you have an LMA Manager 2003 saved game and follow these steps: First start a game with a memory card in slot one. Get to the name entry screen. Get the cheat codes for that user ID and make a note of them. Then, enter the codes one at a time as your name. After activating the desired codes, progress to the main game. As soon as it loads, save your game. This will now also keep your unique ID. If you ever need or want to start a new game, as long as you do not delete the saved game (just overwrite it), you will have the same unique id for whatever team you pick and you won't have to get a new set of cheat codes. Got that? Okay, enter the following as manager names. We have included the ID code where we know it...

Start with £500,000,000
LMA2003A
ID: Unknown
Low gravity
LMA2003B
ID: Unknown
Win all matches
LMA3DJEMWR
ID: 1791
Win all matches
LMA3JCXSLP
ID: 2321
Win all matches
LMA3CZIREA
ID: Unknown
No yellow/red cards

BULLET TIME

MAX PAYNE

THE GAME SLOWING YOU DOWN? WHACK SOME INFINITE HEALTH DOWN ITS THROAT.

INFINITE HEALTH
Pause the game during play. Now press L1, L1, L2, L2, R1, R1, R2, R2. You will need to re-enter this cheat at certain points in the game so keep an eye of for when it stops working.

ALL WEAPONS
Pause the game during play. Now press L1, L2, R1, R2, △, ○, ✕, □. You will also find yourself in possession of full ammo and eight Painkillers.

LEVEL SELECT
Press SELECT during play to return to the Main Menu.
Now enter: ↑, ↓, ←, →, ↑, ←, ↓, ○.
Bear in mind that this cheat only works once you've got past the first Chapter of Part One.

THE HONORABLE THING

MEDAL OF HONOR: FRONTLINE

CHEATS TO EASE YOU THROUGH THE PAIN OF WAR. RAT-A-TAT-TAT!

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo:	TPDOMOHTON
Silver Bullet:	WHATYOUGET
Bullet Shield:	BULLETZAP
Perfectionist:	URTHEMAN
Invisible Enemy:	WHERERU
Achilles Head:	GLASSJAW
Rubber Grenades:	BOING
Men With Hats:	HABRDASHR
Get Gold Star:	MONKEY
Snipe-O-Rama:	LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press START and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

LMA3CZISLP
ID: 1791
No yellow/red cards
LMA3FZYMWR
ID: 2321
All injuries heal in 1 day
LMA3LUBYHY
ID: 1791
All injuries heal in 1 day
LMA3SHHHWL
ID: 2321
All injuries heal in 1 day
LMA3ZUPRKV
ID: Unknown
Build stands in 1 day
LMA3TLHXCJ
ID: 1791
Build stands in 1 day
LMA3RWMYZF
ID: 2321
Build stands in 1 day
LMA3UYRDLS
ID: Unknown
All players are free
LMA3MVQVRU
ID: 1791
All players are free
LMA3LWHHHS
ID: 2321
All players are free
LMA3HKAFLG
ID: Unknown
Players never age
LMA3LSDBBR
ID: 1791
Players never age
LMA3LJFUXH
ID: 2321
Players never age
LMA3TYKCAF
ID: Unknown
Player morale max
LMA3MMMGYP
ID: 1791
Super coaching
LMA3LJLREA
ID: 1791
Super coaching
LMA3PVARKV
ID: Unknown
Faster players
LMA3OKTOOY
ID: Unknown

THE LORD OF THE RINGS: THE TWO TOWERS

To enter these codes, pause the game at any time, hold L1 + L2 + R1 + R2 and then press the following buttons...

Restore health
△, ↓, ⊗, ↑
Restore ammo
⊗, ↓, △, ↑
Add 1000 exp
⊗, ↓, ↓, ↓
Level 2 skills
◎, →, ◎, →
Level 3 skills
△, ↑, △, ↑
Level 4 skills
⊡, ←, ⊡, ←
Level 5 Skills
⊗, ⊗, ↓, ↓
Invincibility*
△, ⊡, ⊗, ◎
Unlimited missile weapons*
⊡, ◎, ⊗, △
Devastating attacks*
⊡, ⊡, ◎, ◎
All combo upgrades*
△, ◎, △, ◎
Small enemies*
△, △, ⊗, ⊗
Slow motion*
△, ◎, ⊗, ⊡

* The game must be completed first before these codes can be enabled.

M IS FOR...

MADDEN NFL 2001

MADDEN CARDS

There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historial player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. The are five levels of feats to acheive and you get more tokens for acheiving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

THE 297TH CARD

If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

CARD SHARK

You can get all of the cards without playing more than a few games. All you have to do is make two user accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

ALWAYS WIN COIN TOSS

To always opt to receive the kick-off, press START before anything appears on the coin toss screen and you'll win every time!

MARK OF KRI

INVINCIBLE RAU

Press ⊡, ◎, ⊗, ⊡, ◎, ⊡, ⊗, ◎, ⊗, ⊡, ◎, ⊗ at the 'Press Start' screen. Now enter the 'Cheats' section at the Sage and the last card will be Invincible Rau. Press ⊗ to activate the code and get hacking away without fear of death.

MORE CODES

Enter the following at the 'Press Start' screen:...

Full health power
⊗, ⊗, ⊗, ⊗, ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎
Unlimited arrows
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ⊡, ⊡, ⊗
Stronger opponents
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ◎, ◎, ⊗

MATT HOFFMAN'S PRO BMX 2

Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen and you'll hear a sound to confirm correct entry.

`Unlock Elvis gear
◎, L1, L1, ↑, ↑
Unlock padded gear
◎, △, ←, →, ←, ◎
Unlock Day Smith
△, ↑, ↓, ↑, ↓, ⊡
Unlock Vanessa
△, ↓, ←, ←, ↓, ⊡
Unlock Big Foot
△, →, ↑, →, ↑, ⊡
Unlock Volcano
△, ↑, ↑, ⊗, ↑, ↑, ⊗
Unlock The Mime
△, ←, →, ←, →, ←
Unlock Tiki Battle
L1, L1, ↓, R1, ⊗, L1
Unlock Day Flatland movie
R1, ◎, ←, ←, ⊡, →, →, R1
Unlock Big Ramp movie
R1, ↑, ↓, ←, ⊗, ⊗, ⊗, R1

MAXIMO

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

MASTERY LEVEL

You need a 100 percent rating on every level to be able to play this special mode. When you get low on lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came. To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press ⊗, ⊗, △), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier.

MDK2: ARMAGEDDON

INVINCIBILITY

Pause the game at any time, then hold L2 + R2 and press ↑, ↑, ↓, ↓, ←, ←, →, →, ⊡, △, ⊡, △. Then finally hold down y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE

Begin a new game with Max and then hold R2 and press ↑, ↑, ↑, ↑. The action will now be slower.

KURT IN BOXER SHORTS

At the main menu, hold L2 + R2 and press ⊡, ⊡, △, ⊡. Kurt will now appear in the game in only his pants!

MEN IN BLACK 2: ALIEN ESCAPE

Enter any of the following codes on the 'Press Start' screen and the lettering will flash to confirm it has been correctly entered.

Invincibility
→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ◎, ⊗, R2
All weapons
↑, ↓, ⊗, ⊡, R1, △, △, ←, ◎, L1, L1, →
Level select
R2, △, ←, ◎, ⊡, L2, ←, ↑, ⊗, ↓, L2, ⊡
Full bolt
←, →, ↑, ↓, L1, ◎, △, R2, ←, ↓, ⊡, ⊡
Full spread
L2, R1, ◎, L2, ↓, ↑, L1, → ,← , ⊗
Full homing
→, ↑, ⊡, L1, ←, ←, L1, ←, ◎, ←
Full beam
←, ◎, △, →, L1, ⊡, ←, R1, R1, △
Full area effect
←, ⊗, △, ↑, ⊗, ↓, ⊡, L2, ←, R2
No power-up drops
↓, ↑, ⊗, ⊡, ↓, ↑, ⊗, ⊡, L1, L2, ⊡, ◎
Boss mode
R1, △, ↓, ↓, ⊗, L2, ←, ⊡, →, △, R2, L1
Training missions
⊡, ↑, L2, ←, △, ⊗, R2, ◎, →, R1, ⊡, ◎
Agent data
↑, ↓, ◎, R2, ←, L2, →, ⊗, R2, ⊡, ↑, R1
Alien data
⊡, L1, ◎, L2, ↓, △, R1, →, ⊗, ←, R2, △
'Making Of' feature
◎, R2, L2, ◎, △, ↓, ⊡, ⊗, →, L1, ⊗, ↑

SNAKES ALIVE

METAL GEAR SOLID 2: SUBSTANCE

THE BEST METAL GEAR GAME YET. AND ALL THE SNEAKY THINGS YOU CAN DO IN IT.

Just in time for Easter, a selection of delicious eggs for Snake's sneaky compendoium! Simply complete the game under the following conditions to reap these rewards

PHOTOGRAPH MODE

Complete Bomb Disposal, Hold Up and Eliminate Modes

CASTING THEATRE OPTION

Complete Sons Of Liberty on any difficulty

NINJA RAIDEN

Complete 50% of the VR missions as Raiden

RAIDEN X

Complete 100% of the VR missions as Raiden and Ninja Raiden

PLISKIN

Complete 50% of the VR missions as Snake

TUXEDO SNAKE

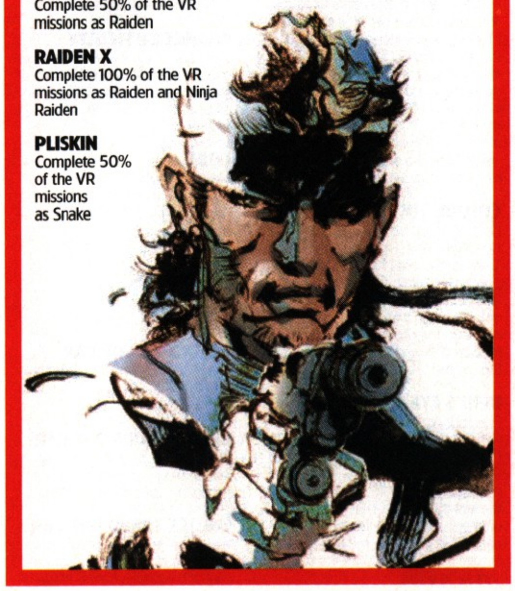
Complete 100% of the VR missions as Pliskin

ORIGINAL SNAKE

Complete 100% of the VR missions as Snake, Pliskin, Tuxedo Snake, Raiden, Ninja Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE

Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.



SWORD SWIPE

ONIMUSHA 2

GET ALL THE MODES OPEN AND THEN STAB THEM WITH YOUR SWORD. NEAT-O.

UNLOCK EASY MODE

Start a game and die three times in a row. If done correctly, a new easy difficulty setting will become available. You can't get an Onimusha rank though.

UNLOCK HARD MODE

Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS

On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE

If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty transaction, talk to the shop keeper again to receive the Healing Stone.

MICRO MACHINES

MICRO SOCCER

Find the three hidden stars located in Beachside GP in Single Player Mode. They are located (1) to the left outside of the submarine helmet, (2) behind the sand castle before the beach ball and (3) underneath the first jump at the very beginning.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP. (1) at the first sewerage drain to the right at the start, (2) among the group of boxes close to the start, and (3) behind a wall after going down a flight of stairs.

BIG HEADS

Find the three hidden stars located in This Ol' House GP in Single Player Mode. They are located (1) behind the jack-in-the-box close to the start, (2) in a bon-bon located on the wooden planks above where it's possible to see the man taking a bath down below, and (3) in a pipe that is located directly after the big spider – the star should be to the right straight after you go through the pipe.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in Single Player Mode. They are located (1) after the first teleport go left, there should be one located on underneath a pipe and next to a cup, (2) after going through the first teleport, another star is located to the right on a arm of a chair, and (3) a star is located behind a pillar to the right of the speed up.

CONCEPT ART

Find the three hidden stars located in Jungle Jamboree GP in Single Player Mode. They are located (1) behind the first jump, (2) after passing the first check point do a 90° left turn and go in the square hole that is covered in fire (a short cut), and after going through the short cut go ahead a bit more, and (3) the last one should be visible behind a broken statue head lying on the ground.

COLOUR TINT

Find the three hidden stars located in Hoedown GP in Single Player Mode. They are located (1) in the first party popper after going up the conveyer belt, (2) underneath the tapping foot of the woman with hairy legs, and (3) at the end of driving the hay bails road drop down slowly and land on the hay bail – below that is another star.

BIRD'S EYE

Find the three hidden stars located in Perilous Places GP in Single Player Mode. They are located (1) behind the grenade immediately after the moving piston, (2) in a lava rock along the lava path, and (3) at the three quarters point of the lap, after going up a hill where there red barrels are around, go to the left and the star should be visible.

EARN THE TEAM

Find the three hidden stars located in Graveyard GP in Single Player Mode. They are located (1) behind a rock just before the bridge with the skeleton, (2) destroy the sail on the coffin path next to the sign 'Bob Fat and Bald 1802-1852' and (3) in a secret short-cut located right of the fast forward power-up after the man in the jail cell.

MIDNIGHT CLUB 2

To enter any of the following codes, select Cheat Codes from the Options Mode Menu. Note: Codes are case sensitive – press L2 to toggle between upper and lower case text when inputting them.

rimbuk
Unlocks everything in Arcade Mode (all cities, all vehicles, weapons, no damage, unlimited nitrous).
theCollector
Unlocks all vehicles in Arcade Mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x).
pennyThug
Unlocks all cities and vehicles in Arcade Mode.
Globetrotter
Unlocks all cities in Arcade Mode.
immortal
Unlocks weapons (fired with L3 and R3), no damage and unlimited nitrous in Arcade Mode.
savethekids
Unlocks weapons (fired with L3 and R3) in Arcade Mode.
gladiator
Unlocks no damage in Arcade Mode.
carcrobatics
Enhances 'In-Air' control.

CHANGE DIFFICULTY

Enter any of the following codes to change the difficulty of the game if you want a challenge. Zero is the easiest setting and nine is the toughest.

CODE

howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8

UNLOCK LA COP CAR

Win all the Los Angeles circuit races in Arcade Mode. It cannot be used in Career Mode.

UNLOCK PARIS COP CAR

Win all the Paris circuit races in Arcade Mode. The Paris cop car cannot be used in Career Mode.

UNLOCK TOKYO COP CAR

Win all the Tokyo circuit races in Arcade Mode. The Tokyo cop car cannot be used in Career Mode.

UNLOCK SLF450X

Win all the circuit races in LA, Paris and Tokyo in Arcade Mode. It can't be used in Career Mode.

MINORITY REPORT

Enter one of the following cheats as a passcode.

Level select
PASSKEY
Level skip
QUITER
All combos
NINJA
All weapons
STRAPPED
Max ammo
MRJUAREZ
Max damage
SPINACH
Extra health
BUTTERUP
Free aim
FPSSTYLE
Pain arenas
MAXIMUMHURT
Armour
STEELUP
Rag doll
CLUMSY
Slow motion
SLIZOMIZO
Bouncy men
BOUNZMEN
Dramatic finish
STYLIN

MR MOSKEETO

We don't know what Eidos were thinking with this really rather odd game, but here are some codes that don't suck!

MOTHER MOSQUITO

On the Character Select Screen, hold L1 and press ↑, →, ←, ↓, ⊡, ⊡, R1, R1, R1. If the code has worked you'll hear a shout.

FATHER MOSQUITO

At the Character Select Screen, enable the Mother Mosquito code. Then, hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2. If the code has worked you will hear a shout.

DOCTOR MOSQUITO

At the Character Select Screen hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2

HIDDEN GAME

If you get bored of blood sucking in *Mr Moskeeto*, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold START + SELECT on it after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles. Yes, it is as odd as it sounds! You can push ⊡ to move forward, ⊗ to jump and, when your power meter is full, you can also press △ to unleash a super charge attack. Another way to access this game is to hold L2 and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't! Fun for aproximately one minute!

MUSIC 3000

EXTRA SKIN 1

SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →

EXTRA SKIN 2

SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3

SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4

SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

FREE SONG

SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

N IS FOR...

NBA HOOPZ

Go to the Vs Option and enter these codes just before the game begins and you'll be treated to some out of the ordinary court action:

Infinite turbo
⊡, ⊡, ⊡, ⊗, ◎, ◎, ↑
No goal tending
⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ←
Tiny heads
⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ←
No fouls
⊡, ⊡, ⊗, ⊗, ◎, ◎, →
Tiny players
⊡, ⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ←
Granny shots
⊡, ⊗, ⊗, ◎, ←
Beach court
⊗, ⊗, ◎, ◎, ◎, ←
Street court
⊡, ⊡, ⊡, ⊗, ⊗, ←
No hotspots
⊡, ⊡, ⊡, ◎, ↑
Show shot %
⊗, ◎, ↓
Show hotspot
⊡, ⊗, ↓
Big heads
⊡, ⊡, ⊡, →
ABA ball
⊡, ⊗, ◎, →
Midway uniform
◎, ◎, ◎, ◎, →
Home uniform
⊗, ◎, ◎, ◎, ◎, →
Away uniform
⊗, ⊗, ◎, ◎, ◎, ◎, →
Alternate uniform
⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, →

NBA STREET

CHEAT MODE

Enter the following icons as codes to accessed the desired cheat in the main game...

No turbo
Deck/Mic/Mic/Board
Authentic uniforms
Ball/Ball/Deck/ Deck/Up
Casual uniforms
Deck/Deck/Ball/ Ball/Up
ABA Socks
Mic/Mic/Mic/Mic/Up
Tiny players
Mic/Ball/Mic/Ball/Up
Big heads
Mic/Deck/Shoe/ Deck/Up
Tiny heads
Mic/Shoe/Ball/ Shoe/Up
Less blocks
Board/Deck/Shoe/ Board/Up
Less steals
Board/Deck/Mic/ Ball/Up
No player indicators

HAVING A BALL

PRO EVOLUTION SOCCER 3

THE REAL TEAM NAMES. SNEAKY STAT INCREASING. AND THE CLASSIC TEAMS. HERE NOW.

To Increase/Decrease all player's abilities by five points, select Edit Mode, choose Edit Player and then Enter Number. Input any of the following codes to +/- all player's abilities from the relevant team. Codes can be input multiple times.

INTERNATIONAL TEAMS

TEAM	+ 5	- 5
Austria	1000	2000
Belgium	1001	2001
Bulgaria	1002	2002
Croatia	1003	2003
Czech Republic	1004	2004
Denmark	1005	2005
England	1006	2006
Finland	1007	2007
France	1008	2008
Germany	1009	2009
Greece	1010	2010
Hungary	1011	2011
Ireland	1012	2012
Italy	1013	2013
Netherlands	1014	2014
Northern Ireland	1015	2015
Norway	1016	2016
Poland	1017	2017
Portugal	1018	2018
Romania	1019	2019
Russia	1020	2020
Scotland	1021	2021
Serbia and Montenegro	1022	2022
Slovakia	1023	2023
Slovenia	1024	2024
Spain	1025	2025
Sweden	1026	2026
Switzerland	1027	2027
Turkey	1028	2028
Ukraine	1029	2029
Wales	1030	2030
Cameroon	1031	2031
Egypt	1032	2032
Morocco	1033	2033
Nigeria	1034	2034
Senegal	1035	2035
South Africa	1036	2036
Tunisia	1037	2037
Costa Rica	1038	2038
Jamaica	1039	2039
Mexico	1040	2040
United States	1041	2041
Argentina	1042	2042
Brazil	1043	2043
Chile	1044	2044
Colombia	1045	2045
Ecuador	1046	2046
Paraguay	1047	2047
Peru	1048	2048
Uruguay	1049	2049
China	1050	2050
Iran	1051	2051
Japan	1052	2052
South Korea	1053	2053
Saudi Arabia	1054	2054
Australia	1055	2055
Classic Argentina	1056	2056
Classic Brazil	1057	2057
Classic England	1058	2058
Classic France	1059	2059
Classic Germany	1060	2060
Classic Italy	1061	2061
Classic Netherlands	1062	2062

CLUB TEAMS

TEAM	+ 5	- 5
Bruxelles (Anderlecht)	1063	2063
Prague (Sparta Prague)	1064	2064
North London (Arsenal)	1065	2065
WM Village (Aston Villa)	1066	2066
Lancashire (Blackburn)	1067	2067
West London Blue (Chelsea)	1068	2068
Merseyside Blue (Everton)	1069	2069
West London White (Fulham)	1070	2070
Yorkshire (Leeds United)	1071	2071
Merseyside Red (Liverpool)	1072	2072
Lloyd (Manchester City)	1073	2073
Trad Bricks (Man United)	1074	2074
Tyneside (Newcastle United)	1075	2075
North East London (Spurs)	1076	2076
East London (West Ham)	1077	2077
Azur (Monaco)	1078	2078
Bourgogne (Auxerre)	1079	2079
Aquitaine (Bordeaux)	1080	2080
Rhone (Olympique Lyonnais)	1081	2081
Languedoc (Marseille)	1082	2082
Ile de France (Paris St. Germain)	1083	2083
Nord (RC Lens)	1084	2084
Rhein (Bayer Leverkusen)	1085	2085
Rekordmeister (Bayern Munich)	1086	2086
Westfalen (Borussia Dortmund)	1087	2087
Hanseaten (Hamburg)	1088	2088
Hauptstadt (Hertha Berlin)	1089	2089
Ruhr (Schalke 04)	1090	2090
Weser (Werder Bremen)	1091	2091
Peloponnisos (Olympiakos)	1092	2092
Athenakos (Panathinikos)	1093	2093
AC Milan (AC Milan)	1094	2094
AS Rome (AS Roma)	1095	2095
Emilia Sud (Bologna)	1096	2096
Longobardi (Brescia)	1097	2097
Veneto (Chievo)	1098	2098
Lombardia (Internazionale)	1099	2099
Juventus (Juventus)	1100	2100
Lazio (Lazio)	1101	2101
Parma (Parma)	1102	2102
Umbria (Perugia)	1103	2103
Abruzzi (Udinese)	1104	2104
Museumplein (Ajax)	1105	2105
Feyenoord (Feyenoord)	1106	2106
Stadhuisplein (PSV Eindhoven)	1107	2107
Lisbonera (Benfica)	1108	2108
Puerto (Porto)	1109	2109
Esportiva (Sporting Lisbon)	1110	2110
Valdai (Spartak Moscow)	1111	2111
Old Firm Green (Celtic)	1112	2112
Old Firm Blue (Rangers)	1113	2113
Manzanares (Athletico Madrid)	1114	2114
Guadalquivir (Real Betis)	1115	2115
Galicia Sur (Celta Vigo)	1116	2116
Galicia Norte (Deportivo La Coruna)	1117	2117
Cataluna (Barcelona)	1118	2118
Chamartin (Real Madrid)	1119	2119
Donosti (Real Sociedad)	1120	2120
Naranja (Valencia)	1121	2121
Constantinahce (Fenerbahce)	1122	2122
Byzantinobul (Galatasary)	1123	2123
Marmara (Dynamo Kiev)	1124	2124
PES United	1125	2125
WE United	1126	2126
Other (Freelance Players)	1127	2127

MASTER CODE

TEAM	+ 5	- 5
All teams	1999	2999

Mic/Ball/Ball/Mic/Up
No shot indicator
Mic/Board/Shoe/ Mic/Up
No shot clock
Mic/Mic/Ball/ Board/Up
No alley-oops
Board/Mic/Deck/ Shoe/Up
No two-pointers
Board/Board/Ball/ Board/Up
No auto replays
Deck/Shoe/Deck/ Deck/Up
WNBA Ball
Ball/Deck/Shoe/ Ball/Up
EA Big Ball
Ball/Deck/Mic/ Ball/Up
Beach ball
Ball/Deck/Deck/ Shoe/Up
Football
Ball/Shoe/Deck/ Ball/Up
ABA Ball
Ball/Deck/Deck/ Ball/Up
Medicine ball
Ball/Deck/Deck/ Board/Up
NuFX ball
Ball/Deck/Board/ Ball/Up
Volleyball
Ball/Deck/Deck/ Mic/Up
Mega dunking
Board/Ball/Deck/ Ball/Up
No dunks
Board/Ball/Deck/ Shoe/Up
More gamebreakers
Deck/Mic/Board/ Shoe/Up
Less gamebreakers
Deck/Board/Mic/ Shoe/Up
No gamebreakers
Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'
Deck/Deck/Ball/ Deck/Up
Summertime Joe
Deck/Ball/Ball/ Deck/Up
Athletic Joe
Deck/Shoe/Ball/ Deck/Up
Captain Quicks
Board/Ball/Shoe/ Deck/Up
Explosive rims
Deck/Shoe/Mic/ Ball/Up
Harder distance shots
Shoe/Shoe/Board/ Ball/Up
Easy distance shots
Shoe/Deck/Board/ Ball/Up
Ultimate power
Board/Deck/Deck/ Ball/Up
Mad handles
Board/Shoe/Deck/ Ball/Up
Super swats
Board/Board/Deck/ Ball/Up
Sticky fingers
Board/Mic/Deck/ Ball/Up
Player names
Ball/Deck/Shoe/ Board/Up
No HUD display
Deck/Mic/Deck/ Shoe/Up
Disable all cheats
Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS
Play the City Challenge and defeat any NBA team to unlock players from their roster.

BIGGS AND BEACON HILL COURT
Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street as a new court to play on.

DRAKE AND THE YARD COURT
Reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DJ AND VENICE BEACH COURT
Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and you'll also unlock the Venice Beach court.

TAKASHI AND YAKATOMNI PLAZA COURT
Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

STRETCH AND RUCKER PARK COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM
To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM
To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM
To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM
Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM
Win Hold The Court Mode by completing all of the objectives to unlock a hidden team.

NEED FOR SPEED: HOT PURSUIT 2

Get your sweaty mitts on a garage full of hot new motors, simply by entering any of the following codes at the Main Menu. Be warned though, you cannot save any of these ill-gotten beasts.

Aston Martin V12 Vanquish
R2, →, R2, →, △, ←, △, ←
BMW Z8
□, →, □, →, R2, △, R2, △
Chevrolet Corvette Z06
←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider
R2, □, R2, □, △, L2, △, L2
Ferrari F50
L1, △, L1, △, →, L2, →, L2
Ferrari F550
L1, □, L1, □, →, R1, →, R1
Ford Pursuit Mustang Cobra R
←, □, ←, □, R2, R1, R2, R1
Ford TS50
→, ←, →, ←, R2, □, R2, □
HSV Coupe GTS
L1, L2, L1, L2, R1, △, R1, △
Lamborgini Diablo 6.0 VT
→, R2, →, R2, R1, L1, R1, L1
Lotus Elise
△, R2, △, R2, ←, □, ←, □
McLaren F1
△, L1, △, L1, R1, ←, R1, ←
McLaren F1 LM
□, L1, □, L1, △, →, △, →
Mercedes CLK GT
R2, R1, R2, R1, ←, △, ←, △
Porsche Carrera G
←, →, ←, →, R1, R2, R1, R2

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG
Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN
Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO
Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON
Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR
Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT
Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY
This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY
Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS
Notch 500 passing yards in a single game.

NHL 200

SUPER DEFENSE
Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE
Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE
Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

NO-ONE LIVES FOREVER

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press ⊗ to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press △ to exit.

O IS FOR...

ONI

MASTER CODE
At any time during play, press SELECT. Highlight 'Help' and then press L2, L1, L2, □, ○, □. Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

Unlimited ammo
L2, L2, L1, L3
Ballistic ammo
○, ○, ○, R3
One-hit kills
L3, R3, ○, □
Tiny characters
L3, R3, □, ○
Big characters
R3, □, ○, L3
Big heads
START, □, ○, START
Gatling guns
L2, L2, L1, L3
Unlimited Phase Cloak
L1, R3, L2, L3

CHARACTER SELECT
Enable the Master code and then press L2, L2, L2, L2. A sound will confirm that the code has been entered correctly. Keep pressing L2 to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release.

ONIMUSHA WARLORDS

UNLOCK ONI SPIRITS
Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE
If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

UNLOCK EXTRA COSTUMES
Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press L2 to raise and lower your mask.If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING
Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly masacre them. The more souls you absorb, the better the chances of getting the top ranking are!

P IS FOR...

PARAPPA THE RAPPER 2

DIFFERENT HATS
Blue Hat
Complete the game once
Pink Hat
Complete the game twice
Yellow Hat
Complete the game thrice

RECORD SHOP
Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice until all of your limbs begin to ache.

POLAROID PETE

BONUS LEVELS
Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock another hidden bonus level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords to help you on your way as you make your own great escape:

All levels unlocked
ger1eng5
No levels unlocked
defaultm
All daily events
alltimes
All core events
coretimes
No core events except current
farleymydog
First person view
Boston
Overhead view
Foxy
Unlimited money or rocks
Dino

UNKNOWN CODES
The following codes can be inputted as case-sensitive passwords , we just have no idea what they do.
Unknown code #1
Dt
Unknown code #2

TOP 5
FINAL COUNTDOWN
EUROPE

SONGS WE DON'T LIKE TO ADMIT WE LIKE

We've all got a weakness. Sure, you can deny it all you like, but it eventually comes back to embarrass you. Usually when you're about to go to Siberian Base Camp with a lovely lady. So here's ours...

1. FINAL COUNTDOWN
Europe scored big with this synth-led soft metal classic, a song Matt describes as 'profoundly impactful – like getting a face full of bricks.'

2. THE SUN ALWAYS SHINES ON TV
Norwegian beat combo A-ha might be picking daisies in a Scandinavian fjord now, but they'll always have a special place in Tim's steely heart. Make no mistake, he likes them. A lot. Some would say *too* much.

3. WE LIKE TO PARTY
Rich calls this Vengaboys 'tune', "the best thing to happen to Benelux since they discovered the country."

4. YMCA
Steve likes to spend time listening to this while dressed as a cowboy.

5. MY HEART WILL GO ON (TITANIC THEME)
Weepy Dion boat-crash spectacular stinks up the place in most gaffs, but finds a special place in Mayo's cave, where he's also got the DVD.

GUNNERY

RATCHET & CLANK

GET IT ALL WITH OUR HANDY GAME-CRACKERS...

Insomniac puts fellow platform producers, Naughty Dog, to shame with this collection of complete-it-first-then-piss-around codes. After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

BIG HEAD MODE FOR RATCHET
Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

BIG HEAD MODE FOR CLANK
Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

BIG HEAD MODE FOR ENEMIES
Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

BIG HEAD MODE FOR NPCS
Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL
Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball us collected.

MIRRORED LEVELS
Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

TRIPPY CONTRAILS
Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

PEOPLE ARE STRANGE

THE SIMS

STRUGGLE NO MORE WITH THE STRAINS OF DOMESTIC LIFE...

ACTIVATE CHEAT MODE

On the main menu, press L1 + R1 + L2 + R2 and you will unlock the Cheat Menu. Now simply enter any of the following codes...

MIDAS MODE

Enter MIDAS at the Cheat Menu. Then begin the game in 'Get A Life' Mode, get into the hot tub with the girl and press START to pause the action. Select 'Quit,' followed by 'Just Quit' and you will unlock all two-player games, all locked objects and skins.

FREE MODE

Enter FREEALL at the Cheat Menu. Then start a game and note that all objects will now cost zero Simoleans. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

PARTY MOTEL MODE

Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

PLAY THE SIMS MODE

Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked, without going through the Get A Life dream house.

Want to know how you can unlock some cool stuff in Story Mode? It's all right here!

MONEY FROM MOM

ITEM: Aroma Machine
Cook a successful dinner
ITEM: Vanity Mirror
Fix the TV
ITEM: Treadmill
Get a job
ITEM: Museum (two-player game)
Borrow §800 from Mom
ITEM: Beejaphone Electric Guitar
Complete house in 24 hours or less

REALITY BITES

ITEM: Ice Chest
Get promoted to level two
ITEM: Teppanyaki Table
Get promoted to level three
ITEM: Bug Zapper
Increase house value from §34,561 to §35,711
ITEM: Frat House (two-player game)
Move in with Dudley or Mimi
ITEM: Repairman
Repair all broken objects
ITEM: Maid
Clean up all the mess
ITEM: Coat of Arms
Complete house in four days or less

PARTY ANIMALS

ITEM: Strip Poker Table
Get promoted to level four
ITEM: Master Suite Tub
Get promoted to level five
ITEM: Tree swing
Increase house value from §53,180 to §54,680
ITEM: Motel (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Head in Jar Curio
Complete house in eight days or less

HOT TO TROT

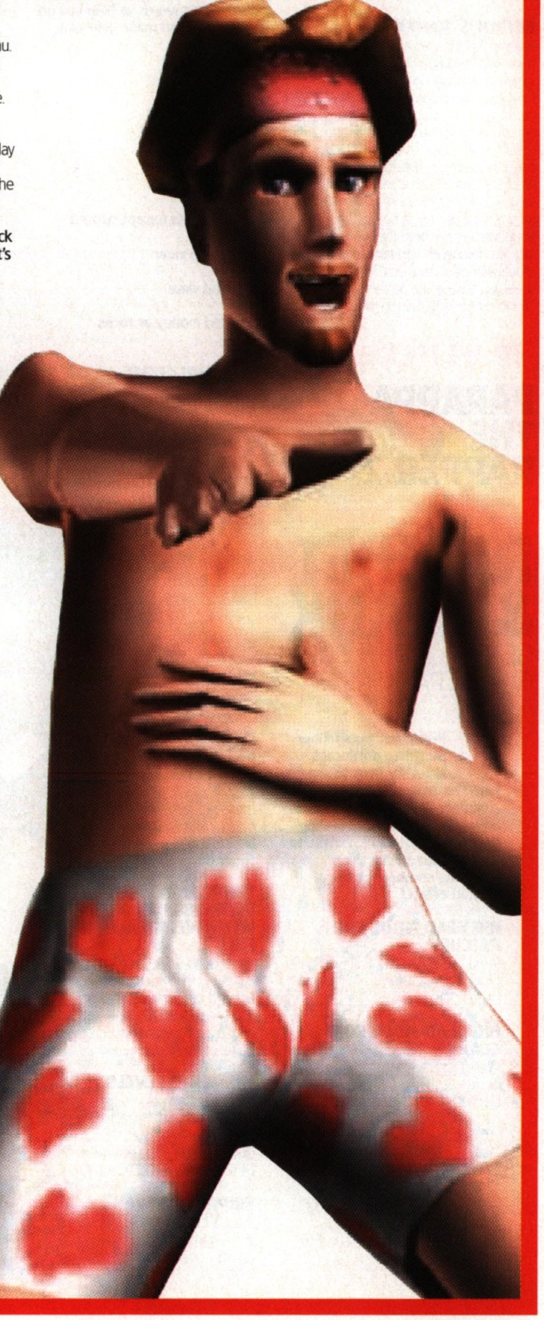
ITEM: Sonic Shower
Get promoted to level six
ITEM: Carving Block
Get promoted to level seven
ITEM: Love Bed
Increase house value from §46,050 to §48,050
ITEM: Club Abhi (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Wurl N' Hurl Jukebox
Complete house in eight days or less

WHO LOVES YA BABY

ITEM: Sand Box
Raise first child from baby
ITEM: Lawn Sprinkler
Raise second child from baby
ITEM: Maid's House
Get promoted to level eight
ITEM: 2 Swimming Pools
Get promoted to level nine
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Bearskin Rug
Complete house in eight days or less

THE LAST SIMOLEON

ITEM: Monkey Butler
Send children to prep school with straight A's
ITEM: Park (two-player game)
Get promoted to level ten
ITEM: Rhino Trophy
Complete house in eight days or less



TogsavecanO

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

Change guard size
Size
Muffin
Change guard awareness
Awareness
Quincy
Cannot be shot
Defiance
Defiance

PRO EVOLUTION SOCCER

There's loads of teams to unlock in PES and here's how you do it:

Classic Holland
Win the European Cup with Holland
Classic Germany
Win the European Cup with Germany
Classic Europe
Win the European Cup
Classic Brazil
Win the American Cup with Brazil
Classic Argentina
Win the American Cup with Argentina
Europe All Stars
Win the International Cup with France
World All Stars
Win the International League

TWO-PLAYER MASTER LEAGUE CO-OP

Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 footie game. Here's how... When the game has loaded, proceed to 'Match Mode,' using controller one only, and select 'Club Teams.' Now, still using controller one, select controller two as the 'Away Team,' then press △ to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the △ button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options.' Move controller two across so that you're both on the same team.

PRO EVOLUTION SOCCER 2

Here are all the hidden extras in PES2 and how to unlock them.

Classic Argentina
win the South American Cup with Argentina.

Classic Brazil
win the South American cup with Brazil.

Classic England
win the European Cup with England.

Classic France
win the European Cup with France.

Classic Germany
win the European Cup with Germany.

Classic Netherlands
win the European Cup with Netherlands.

Classic Italy
win the European Cup with Italy.

European All Stars
win the International Cup with anyone.

World All Stars
win the International League with anyone.

Acheive a Fantastic rating in each training discipline to unlock out of contract star players for use in the Master League.

Win Master League Division One to unlock more players.

PRIMAL

Hold L1 + L2 + R1 + R2 for about five seconds at the Main Menu, Bonus Materials Menu, or Options Menu to display the code entry screen. Highlight one of the 'A' letters in a code, then hold ⊗ and press ← or → to change it. Press □ to accept the completed code. Press △ to exit the code entry screen.

Invulnerability
DEMONISE
Solum scenes
SNOWFLIGHT
Aquis scenes
CHARYBDIS
Aetha scenes
FLINTLOCK
Volca scenes
SUNSTONE
Tarot Gallery
ARCANUM
Easy Kill
MORTIFIC
Bonus A
SEABREEZE
Bonus B
AURORA
Bonus C
PSYCHOSIS
Bonus D
MIRRORY
Bonus E
ASCENDENT

PROJECT ZERO

TRUE ENDING

Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS

By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	Mode	Setting
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Any
Nightmare Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any

Q IS FOR...

QUAKE III REVOLUTION

LEVEL SKIP

At any point during a game, hold R1 + R2 + L1 + SELECT and press ⊗, ○, □, △, ⊗, ○, □ and △. If it's been entered correctly, you'll hear a sound and automatically win the match.

R IS FOR...

RAYMAN M

A feast of cheats for the armless hero!

ALL CHARACTERS

Enter PUPPETS as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL LEVELS

Enter ALLRAYMANM as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS

Enter ALLFISH as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS

Enter ALLTRIBES as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct entry.

ALL SKINS

Enter CARNIVAL as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

RAYMAN REVOLUTION

UNLOCK CHEATS MENU

In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute,' hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS

Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If done correctly, three new multiplayer maps will be unocked.

BABY SOCCER NAMES

Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold L1 + R1 and press L2, R2, L2, R2, L2, R2. The name'll appear above heads.

READY 2 RUMBLE BOXING: ROUND 2

MASTER CODE

At the Character Select Screen, press ←, →, ←, ←, →, ↑, ↓, R1, R1, R1, R1, R1, R2. If the cheat has worked then all characters and cheats will be unlocked, saving you hours of play.

EXTRA CHEATS

Enter the following codes on the Character Select Screen for the desired effect...

All characters
←, ←, →, R2, ←, →, →, R1x2, R2
Championship costumes
←, ↓, →, →, ↑, R1, R2, R1x20, R2
Holiday costumes
←x2 ↓, →, ↑, R1x8, R2, R1x4, R2
All training
←, ↓, ↑, ↓, ↑, R1x20, R2
New Year's Day secrets
→, ↑, ↓, ↓, ↓, R1, R2
Valentine's Day secrets
→, ↑, ↓, ↓, ↓, R1x2, R2
St Patrick's Day secrets
→, ↑, ↓, ↓, ↓, R1x3, R2
Easter secrets
→, ↑, ↓, ↓, ↓, R1x4, R2
Independence Day secrets
→, ↑, ↓, ↓, ↓, R1x5,R2
Halloween secrets
→, ↑, ↓, ↓, ↓, R1x6, R2
Thanksgiving secrets
→, ↑, ↓, ↓, ↓, R1x7, R2
Christmas secrets
→, ↑, ↓, ↓, ↓, R1x8, R2
Thin boxers
→, →, ↑, ↓, →, R1, R2
Fat boxers
→, →, ↑, ↓, →, R1x2, R2
Faster speed
→, →, ↑, ↓, →, R1x4, R2
Zombie boxers
←, ↑, →, ↓, R1x2, R2
Big gloves
←, →, ↑, ↓, R1, R2

EXTRA CAMERA ANGLES

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE
At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the cheat has worked then you'll hear a sound to confirm.

FULL RUMBLE METER (LEVEL ONE)
Pause the game at any time and press R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1.

FULL RUMBLE METER (LEVEL TWO)
Pause the game at any time and press R1, R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1, R2.

FULL RUMBLE METER (LEVEL THREE)
Pause the game at any time and press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

UNLOCK FREAK E. DEKE AND MICHAEL JACKSON
At the Character Selection Screen, press R1x13, R2, R1x10, R2. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS
To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

Character	Xs complete
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8
Bill Clinton	9
Hillary Clinton	10

UNLOCK RUMBLEMAN
To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES
By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

Costume	Date
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

REDCARD
UNLOCK EVERYTHING
To instantly unlock everything in the game, enter BIGTANK as your profile name.

UNLOCK APES TEAM
To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM
To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode. You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM
To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode.

UNLOCK SAMURAI TEAM
To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium as well for you to play in.

UNLOCK FINALS MODE
To unlock Finals Mode, complete all matches in World Conquest Mode. A new tornament lies in wait to see if you really are a master.

RED FACTION
To get 100% accuracy with any gun in Red Faction, hold ↑ on the d-pad when you shoot – your bullets will always hit their target.

RED FACTION II
The first game contained no cheats whatsoever – at least not any we found – so it seems Volition is making it up to all you code junkies by cramming a shed-load into this explosive sequel. To enter them, simply go to the 'Cheats' screen in the main Options Menu and get tapping.

Unlock all cheats
□, ○, △, ○, □, ✕, △, ✕
Unlock all options
△, △, ✕, ✕, □, ○, □, ○
Level select
○, □, ✕, △, □, ○, ✕, ✕
Super health
✕, ✕, □, △, □, △, ○
Unlimited ammo
□, △, ✕, ○, □, ○, ✕, △
Unlimited grenades
○, ✕, ○, □, ✕, ○, ✕, ○
Rapid rails
○, □, ○, □, ✕, ✕, △, △
Bouncy grenades
○, ○, ○, ○, ○, ○, ○, ○
Gibby explosions
△, ○, ✕, □, △, ○, ✕, □
Gibby bullets
○, ○, ○, ○, △, ✕, ○, ○
Instagib ammunition
✕, ✕, ✕, ✕, □, ○, ✕, ✕
Director's cut
□, ✕, ○, △, ○, ✕, □, △
Walking dead
✕, ✕, ✕, ✕, ✕, ✕, ✕, ✕
Wacky deaths
△, △, △, △, △, △, △, △
Rain of fire
□, □, □, □, □, □, □, □

REIGN OF FIRE
If you're having trouble ridding the world of those flying firecrackers, ignite your abilities with these codes...

LEVEL SELECT
At the Main Menu, press ↑, ←, ○, ○, ←, ←, □, ↓, ↑, ○ to be able to instantly access any level in the game.

IN-GAME CHEATS
Enter any of the following codes during play...

LEVEL SKIP
□, △, ←, ↓, →, △, →, ↑, ✕

INVINCIBILITY
✕, △, →, ←, ○, ↑, ↓, ↓, →, ○, ○

EXTRA DAMAGE
✕, △, →, ↑, →, △, ○, →

BURN EVERYTHING
□, △, ←, ↓, □, ○

GOAT MODE
△, →, ←, ←, ○, △, □, →, ↑

RESIDENT EVIL CODE: VERONICA X
UNLOCK BATTLE MODE
Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE
Get the Gold Lugar replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE
Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE
Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE
Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE
Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

RESIDENT EVIL: DEAD AIM
UNLOCK FONGLING
Complete the game with any rank and start a new game with your completed game data. You will be given the option to play as Fongling. Playing as this new character makes no difference to the gameplay.

REZ
AREA 5
Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA
Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION
Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS
These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES
Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW
Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW
Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW
Rank top in four areas in Score Attack Mode.

FIRST-PERSON VIEW
Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN
Get a 100% rating in any area.

THIRD FORM PLAYER SKIN
Get a ranking of 100% in any two areas or play for over six hours.

FOURTH FORM PLAYER SKIN
Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN
Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN
Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN
Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE
Get a 95% ranking in areas 1-5.

IMMORTALITY MODE
Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:
Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS
To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers!

RIDGE RACER V
HUD DISPLEY
Whilst racing, press and hold SELECT until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. These is also handy as a cornering tool.

UNLOCK DUEL MODE
Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE
First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Acheive this and 99 Trial Mode will be unlocked. This gruelling race is set over 99 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE
Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertable against four ghosts on mopeds. If you win this race then Pac-Man and the four ghosts will be unlocked for use.

UNLOCK MAXIMUM GP MODE
Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS
There are four brand spanking new cars which can be unlocked by beating them in Duel Mode.

CAR: Spectre
BEAT: Pluto
COURSE: Above The City
CAR: Crinale
BEAT: Devil

SILENT BUT VIOLENT

SILENT HILL 3
BE KING OF THE HILL WITH OUR HANDY HINTS. AND CHEATS.

EXTRA COSTUMES
Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	code
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU
Press o, u, p and i together at the Main Menu to unlock Extra Options.

EASIER FIGHTING
Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS
Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press 8, 8, 2, 2, 4, 6, 4, 6, e, q. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS
Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER
When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER
When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES
To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM
Kill at least 333 enemies to unlock this weapon. It will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN
Unlock this by defeating the final boss with a melee weapon. To find the infinite ammo sub-machine gun, go left after escaping through the toilet window.

A TO Z

THE DEFINITIVE CHEAT LIST

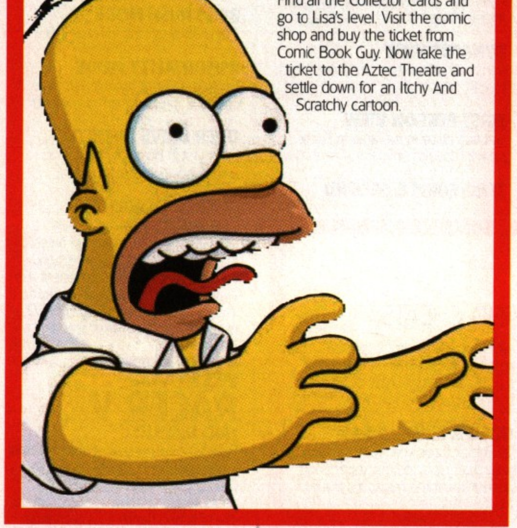
BEST... CHEATS... EVER

THE SIMPSONS: HIT AND RUN

DON'T ITCH, DON'T SCRATCH, JUST REJOICE...

Go to the Options Menu (either in-game or at the Main Menu), press and hold o and u and enter any of the following codes.

CODE	EFFECT
△△□□	Cars explode on impact
△✕△✕	Invincible car
△△△	Fast acceleration
□□□□	No top speed
□□□△	Car can jump (press L3)
△△○□	On-screen speedo
○○△□	Change Rocket Car appearance



ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an Itchy And Scratchy cartoon.

COURSE: Green Field
CAR: Rumeur
BEAT: Spirit
COURSE: Bayside Line
CAR: Angelus
BEAT: Angel
COURSE: Sunny Beach

BATTLE ROYAL

By beating all four opponents in Duel Mode you'll unlock the four new cars above and Battle Royal, which is a straightforward race against all four opponents. If you win you'll be awarded a new special medal.

RYGAR

UNLOCK EASY MODE

Start a game on normal and die three times.

UNLOCK HARD MODE

Complete the game – including Necromandio Cave – on the normal difficulty setting.

UNLOCK LEGENDARY MODE

Complete the game – including Necromandio Cave – on the hard difficulty setting.

UNLOCK ONE WORLD MODE

Complete the game – including Necromandio Cave – on any difficulty setting. This mode allows you to travel to any of the worlds.

UNLOCK PIZZARMOUR

Complete the game under the Normal difficulty setting with a grade D ranking or higher then press L1 when the Tecmo logo appears at the start.

UNLOCK GUITARMOUR

Complete the Necromandio Cave under the Legendary difficulty setting then press R1 and R2 when the Tecmo logo appears at the start of the game.

UNLOCK HAMBARMOUR

Complete the game under the Hard difficulty setting with a grade A ranking or higher then press L2 when the Tecmo logo appears at the start of the game.

UNLOCK ROLFARMOUR

Complete the Necromandio Cave under the Hard difficulty setting then press R2 when the Tecmo logo appears at the start.

UNLOCK SUSHIARMOUR

Complete the game under the Legendary difficulty setting with a S ranking then press L1 and L2 when the Tecmo logo appears at the start.

UNLOCK EUROARMOUR

Complete the Necromandio Cave under the Normal difficulty setting then press R1 when the Tecmo logo appears.

ROCKY

Yo Adriannn... here's some hard-hittin' codes that need to be entered on the main menu after first holding the R1 button.

Double punch damage
→, ↓, ←, ↑, ←, L1
Double speed boxing
↓, ←, ↓, ↑, →, L1
All default boxers and arenas
→, ↓, ↑, ←, ↑, L1
All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, L1
All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, L1
Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, →, L1
Full stats in Movie mode
→, ↓, ↓, ↑, ←, L1
Win fight in Movie mode*
→, →, ←, ←, ↑, L1

* Press L2 + R2 during a fight in Movie Mode to automatically win.

S IS FOR...

SAVAGE SKIES

All creatures
←, →, ←, ←, →, ✕
All multiplayer levels
←, →, ←, ←, →, ←, →, ✕
Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ✕, ↑, ✕
All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ✕
Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ✕, ✕

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

Independence day fireworks
2002/07/04
Christmas snowflakes
2002/12/25
New Year's Day fireworks
2002/01/01
Halloween Bats
2002/10/31

Simply enter these codes by pausing the game, holding L1 + L2 + R1 + R2 and then pressing the following button sequences...

All power-ups
○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○
All FMV sequences
□, □, □, ○, ○, ○, □, ○, □
View credits
□, ○, ○, □, ○, □

SHINOBI

Sadly, you must get through Shinobi the hard-as-granite way and unlocking secrets is made harder by the fact that you must collect a certain amount of Oboro Coins along the way. The locations of these are pinpointed in the complete walkthrough, but here's what they unlock and, more importantly, how many you need...

EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu – namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

EXTRA CHARACTERS

There are two hidden characters in Shinobi – Moritsune (collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins). Both are better in certain departments and have their own strategies for beating the bosses.

EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills (a bit pointless once you have completed the main game on Super mode to get all the coins, we know!) To access them, scroll past level 8-B on the stage select screen.

UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters. Yikes!

UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting at the Main Menu. This mode has yet more Coins and enemy encounters so challenging you'll weep. You really will!

STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu. Note that the cheats are only active for about 30 seconds.

Invisible Car
↑, →, ↓, ←, ↘, ←, →, ←
Monster Truck
L1, L1, ←, →, ↘, ↘, ↘, ↘
Trippy Cam
L1, L2, R1, R2, ←, ←, ↑, ↑
Three-wheeled Bike
↑, ↑, ←, ←, R1, R2, L1, L2

SILENT SCOPE

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay!An alternative way of accessing this cheat is to press ↑, ←, ↓, →, ↑, □, △ on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press ↑, ↑, ↓, ↓, ←, →, ←, →, ✕, ○. Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press △, ✕, →, ←, →, ←, ○, ✕, →, ←, →, ←, ↓, ↓, ↑, ↑ and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a live. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press ←, ←, →, □, ↓, ↓, ↑, △, ↑, →, ↓, ↑, ←, ↓, □ and you should hear a gunshot to confirm that the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓. Now you can view the action infirst-person.

DISABLE AIMING RING

On the Mode Selection Screen, press →, →, →, □ and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press →, →, →, →, ←, ↓, ↑, → and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press →, ↓, →, □, →, ↓, →, □, and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press R1, L1, ✕, ✕, □, R1, then hold SELECT, press START and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press ←, →, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

TURBO MODE

On the Mode Selection Screen, press ↓, △, ↑, □, △, ↓, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

SHADOW OF MEMORIES

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

EXTRA ENDING

If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV

By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

Spring 200 Tokyo Game show
1Ending
European Trade Show
3 Endings
Fall 2000 Tokyo Game Show
5 + Extra Endings

SILENT HILL 3

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

COSTUME	CODE
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU

Press o, u, p and i together at the Main Menu to unlock Extra Options.

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SSX ADDICT

SSX 3

DON'T SLOPE AWAY...

UNLOCK EDDIE

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

UNLOCK LUTHER

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain' Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

OTHER UNLOCKABLES

Brodi skin
Completethe Peak 1 lodge
JP
Complete the Peak 1 lodge
Marisol
Complete the Peak 1 lodge
Jurgen
Complete all Peak 1 goals
Eddie skin
Complete the Peak 2 lodge
Luther skin
Complete the Peak 2 lodge
Marty
Complete the Peak 2 lodge
Seeiah
Complete the Peak 2 lodge
Snowballs
Complete all Peak 2 goals
Canhuck
Complete all Peak 3 exploration goals
Churchill
Complete the Peak 3 freestyle
Cudmore
Complete the Peak 3 earnings goal
NW legend
Complete all Peak 3 goals
Unknown Rider
Complete all Peak 3 race goals
Bunny San
Collect all the art
Far East Myth
Get 100% in all mountain stats
Gutless
Get a medal in all events
Hiro
Collect all the trading cards
Stretch
Collect all the posters
Svelte Luther
Collect all the toys

FOOTBALL PLAYERS EA WON'T BE SIGNING UP

Thierry Henry, Alessandro Del Piero, Edgar Davids and tooth-heavy loverboy Ronaldihno have all put pen to paper for EA. Our top five this month are still waiting for the call.

1. EDDIE YOUDS
Now either retired or having his carcass picked at by the young pretenders of the Dr Martens Eastern Division, there was more ability in the local cattle shed than in Youds' entire body. Scored one miraculous own goal for Ipswich against Arsenal, though. Chalk it up.

2. IGOR BISCAN
A player that reaffirms your belief you could cut it in the Premiership. So woeful, he makes Djimi Traore look like Franz Beckenbauer.

3. BOSKO BALABAN
Never started a Premiership game for Aston Villa. Cost six million quid.

4. TITUS BRAMBLE
Probably – and we don't say this lightly, given the presence of Pascal Cygan, Mark Fish, Michael Duberry and David Dunne elsewhere – the worst defender in the league. Has the positional sense of a headless chicken, but lacks its acceleration.

5. CORRADO GRABBI
Nice hair.

SEMI-NAKED DOUGLAS
Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press 8, 8, 2, 2, 4, 6, 4, 6, e, q. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS
Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER
When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER
When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES
To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM
Kill at least 333 enemies to unlock this weapon. lit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN
Unlock this by defeating the final boss with a melee weapon. To find the infinite ammo sub-machine gun, go left after escaping through the toilet window.

THE SIMPSONS SKATEBOARDING

Bart always was a rebel – what other reason could Simpsons Skateboarding have to ignore all of Tony Hawk's advice turn and out so horribly bad? D'oh indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down L1 + L2 + R1 + R2 and enter the following codes at the character select screen for the desired effect.

All boards	✕, △, ○, □
Level select	△, ✕, □, ○
Get $99.00	△, ✕, ○, □
All skaters	○, △, ✕, □
Fuzzy skaters	✕, △, □, ○
Big head Homer	○, ✕, △, □
Underwear Homer	△, ○, ✕, □
Big head Bart	✕, □, ○, △
Gangsta Bart	○, ✕, □, △
Demon Marge	✕, □, △, ○
Big head Lisa	□, △, ✕, ○
Gangsta Lisa	□, △, ○, ✕
Big head Nelson	△, □, ○, ✕
Ballerina Nelson	△, □, ✕, ○
Sunglasses Otto	□, ✕, ○, △
Big head Frink	□, ✕, △, ○
Groovy Frink	✕, ○, △, □
Business suit Krusty	○, △, □, ✕
Big head Wiggum	✕, ○, □, △
Man eater Wiggum	△, ○, □, ✕

SMASH COURT TENNIS PRO TOURNAMEN

UNLOCK RED ACE
Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO
Win the game in Arcade mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE
Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

SMUGGLER'S RUN 2

Pause the game and enter these codes. A noise will indicate correct entry.

Invisibility
R1, L1, L1, R2, L1, L1, L2
Lighter cars
L1, R1, R1, L2, R2, R2
No gravity
R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp
R1, L1, L2, R2, →, →, →
Decrease time warp
R2, L2, L1, R1, ←, ←, ←

SOLDIER OF FORTUNE

We've managed to dispatch these re-enforcements...

INVINCIBILITY
Press SELECT during play, then hold R1 + L1 + R2 + L2 + □ and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.

FULL AMMUNITION
Press SELECT during play, then hold R1 + □ and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

HEAVY WEAPONS
Press SELECT during play, then hold L2 + R2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

HAND-TO-HAND WEAPONS AND EXPLOSIVES
Press SELECT during play, then hold L1 + R1 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO CLIPPING
Press SELECT during play, then hold L1 + L2 + R1 + □ and press ←. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

NO TARGET
Press SELECT during play, then hold L1 + L2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO GRAVITY
Press SELECT during play, then hold L1 + L2 + R2 + ← + □ and press START. A message and sound will confirm correct entry. To disable the code, input it again.

SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold L1 + R1 and press ○, △, □. If you entered the code correctly, you will hear a sound. Press START to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you are going wrong.

SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

MASTER CODE
Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

WEB-SLINGING CHEATS
The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been deactivated.

Unlimited webbing
ORGANICWEBBING
All fighting controls
KOALA
Level select
IMIARMAS
Level skip
ROMITAS
Bonus training levels
HEADEXPLODY
Play as Mary Jane
GIRLNEXTDOOR
Play as The Shocker
HERMANSCHULTZ
Play as a scientist
SERUM
Play as a police officer
REALHERO
Play as Captain Stacey
CAPTAINSTACEY
Play as thug model #1
KNUCKLES
Play as thug model #2
STICKYRICE
Play as thug model #3
THUGSRUS
Matrix-style attacks
DODGETHIS
Goblin-style costume
FREAKOUT
Small Spider-Man
SPIDERBYTE
Big head Spider-Man
GOESTOYOURHEAD
Big head enemies
JOELSPEANUTS
First-person view
UNDERTHEMASK
Super coolant
CHILLOUT

PINHEAD BOWLING MINI-GAME
Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

VULTURE FMV SEQUENCE
Accumulate 20,000 points during play to unlock a Vulture FMV sequence in the CG menu.

SHOCKER FMV SEQUENCE
Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu. for you to enjoy at your leisure.

GREEN GOBLIN FMV SEQUENCE
Successfully complete the game under the 'Hero' or greater difficulty setting.

PLAY AS ALEX ROSS
Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

PLAY AS PETER PARKER
Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

PLAY AS WRESTLER
Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

PLAY AS THE GREEN GOBLIN
Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation.

......To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side...

SSX

MASTER CODE
On the Character Select Screen, press □ to go to the Options Menu, then hold L1 + R1 + L2 + R2 and press ↓, ←, ↑, →, ✕, ○, △, □. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable

TEKKEN APART

TEKKEN 4

UNLOCK THE SECRETS WITH EASE. BEAUT.

UNLOCK EDDY GORDO
Successfully complete Story Mode as Christie Monteiro. To play as Eddy, highlight Christie at the character selection screen and press △.

UNLOCK MIHARU HIRANO
Successfully complete Story Mode as Ling Xiaoyu. To play as Miharu, highlight Xiaoyu at the character selection screen and press ○.

UNLOCK LING XIAOYU'S SCHOOL UNIFORM COSTUME
Successfully complete Story Mode as Xiaoyu. To play in this alternate costume, highlight Xiaoyu at the character selection screen and press △.

FIGHT AS PANDA
Highlight Kuma (see table below for how to unlock Kuma) at the character selection screen and press ○.

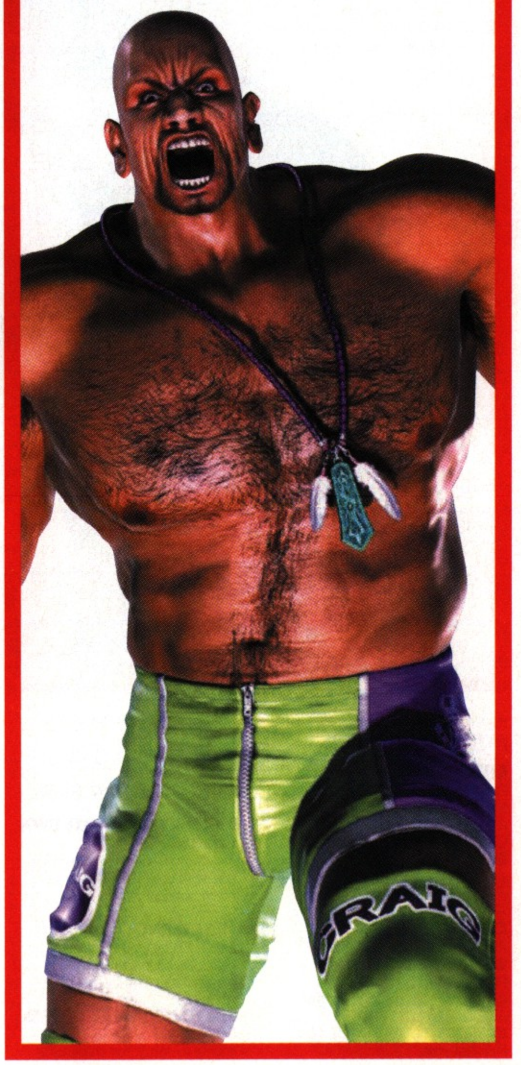
FIGHT AS VIOLET LEE
Highlight Lee at the character selection screen and press ○.

UNLOCKING ALL CHARACTERS
Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

COSTUME	CODE
Hwoarang	Jin Kazama
Christie	Eddy
Xiaoyou	Kuma/Panda
Yoshimitsu	Bryan Fury
Bryan	Violet Lee
Violet LeE	Combot
Kazuya	Nina
Nina	Lei
Law/Paul/Marduk	Heihachi

UNLOCK DOJO STAGE
Successfully complete Tekken Force Mode with any character.

UNLOCK THEATER MODE
Successfully complete the Story Mode with any character.



TAG LINE

TRUE CRIME: STREETS OF LA

PAUSE THE GAME AND ENTER THE CODE...

UNLOCK ALL UPGRADES
Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen. You can check all unlocked upgrades in Player Stats.

UNLOCK ALL ATTACKS AND GRAPPLES
Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen. You can check all unlocked items in Player Stats.

UNLOCK ALL CARS AND DRIVING MANOEUVRES
Press ←, →, ←, →, ⊗ at the City Map screen. You can check all unlocked items by consulting the Driving Stats in Player Stats.

UNLOCK ALL GUNS AND WEAPON UPGRADES:
Press →, ←, →, ←, ⊗ at the City Map screen. You can check all unlocked items by consulting the Gunplay Stats in Player Stats.

SHOW COORDINATES
Press ⊗, ◎, ⊡, △ at the City Map screen. Nick's coordinates will now appear in the top left corner.

UNLOCK DOGG PATROL MISSIONS
Pause the game and press R1, L1, ↑, →, ←, ↓, ↘, ↘, ⊗, ⊡, ◎, △ at the City Map screen. Get to a save point and then exit to the main menu. Choose Resume Game and select the appropriate game file. On the select episode screen you should see Snoop Dogg's head. Highlight the Dogg's head and press ⊗ to play.

LICENCE PLATE SYMBOLS
When entering a licence, save name, hold L1 + R1 and tap the D-pad ← or → for a selection.

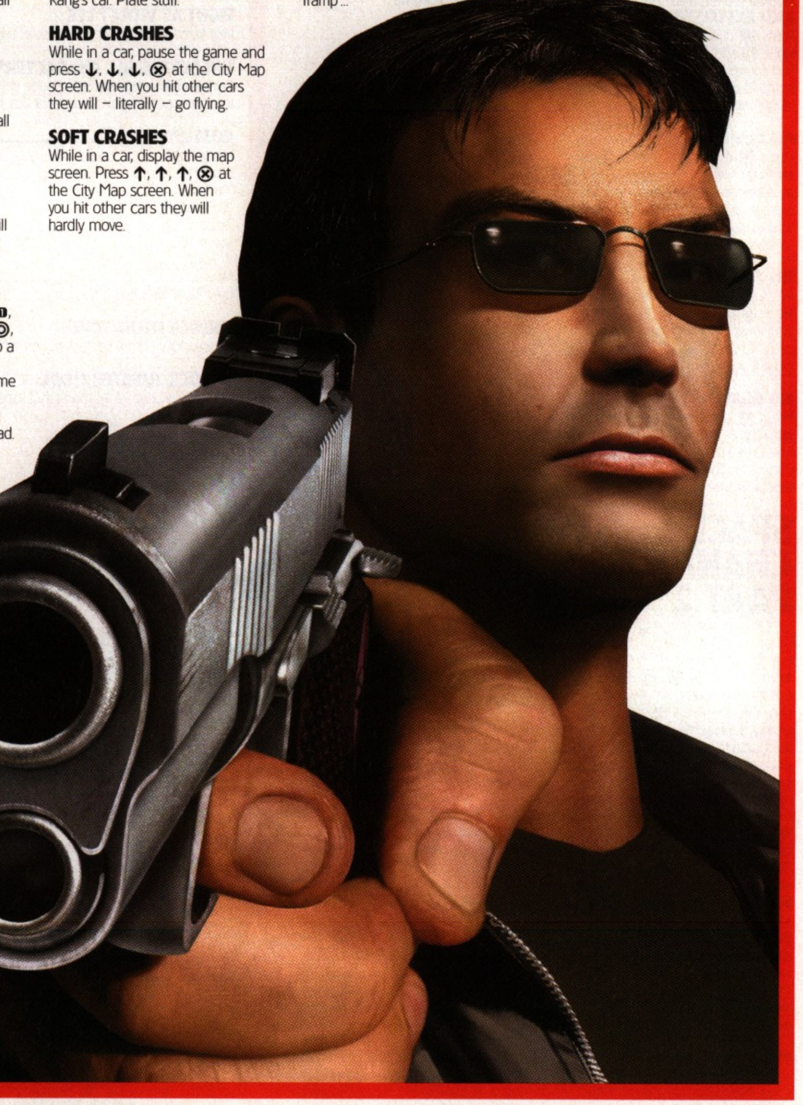
SELECT CAR COLOUR
When entering a licence plate, save the name, hold L1 + R1 and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. Whatever the colour of the strip when you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

HARD CRASHES
While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

SOFT CRASHES
While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move.

PLAYABLE CHARACTERS
Enter any of this little lot as your licence plate save name to play as the self-same character. You must hold L1 + R1 when entering each letter and also when you select 'OK' to confirm. Right...

George	FATT
Officer Johnson	FUZZ
The Chief	B1G1
Rosie	ROSA
Rosie in pants	HURT_M3
SWAT member	5WAT
Commando	M1K3
Tramp ...	BOOZ
Pimp	P1MP
Boxer	BRUZ
Biker	HAWG
Pedestrian 1	TFAN
Pedestrian 2	MNKY
Korean worker	HARA
Korean gangster	MRFU
Korean cook	PHAM
Tattoed lady	TATS
Pole dancer	BOOB
Gimp donkey	JASS
Zombie	J1MM



its delightful effects. Not that you'll want to.

CHEAT CODES
Enter the following codes by going to the Character Select Screen first, pressing ⊡ and then going to the Options Menu, holding down L1 + R1 + L2 and R2. If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE
All characters and courses
↓, ←, ↑, →, ⊗, ⊡, △, ◎
Running Man mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗
All course hints
◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗
Full attributes
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡
No outfits
◎, ◎, ◎, ◎, ◎, ◎, ◎, ⊗
Mallorca board
⊗, ⊗, ⊗, ⊗, △, △, △, △

MERCURY CITY MELTDOWN COURSE
Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE
Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE
Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE
Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE
Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE
Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN
Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP
Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE
Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO
Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME
Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME
Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD
Reach the Rookie Rank to unlock the third board.

FOURTH BOARD
Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD
Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD
Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD
Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD
Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD
Reach the Champ Rank to unlock the ninth board.

TENTH BOARD
Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD
Reach the Master Rank to unlock the eleventh board.

SSX TRICKY

MASTER CODE
Hold L1 + R1 and press ⊗, △, →, ◎, ⊡, ↓, △, ⊡, ←, ◎, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS
Hold L1 + R1 and press △, △, →, △, △, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD
Hold L1 + R1 and press ⊗, ⊗, →, ◎, ◎, ↓, △, △, ←, ⊡, ⊡, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

STICKY BOARDS
Hold L1 + R1 and press ⊡, ⊡, →, △, △, ↓, ◎, ◎, ←, ⊗, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry.

MIX MASTER MIKE
Hold L1 + R1 and press ⊗, ⊗, 6, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

RECTORATOR
In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

STAR WARS: BOUNTY HUNTER

They sell them in all good confectionary stores, you know!

But if you're still hunting the 'taste of paradise', then here are all the level codes you need!

Chapter 1
SEEHOWTHEYRUN
Chapter 2
CITYPLANET
Chapter 3
LOCKDOWN
Chapter 4
DUGSOPLENTY
Chapter 5
BANTHAPOODOO
Chapter 6
MANDALORIANWAY
Mission 1
BEAST PIT
Mission 2
GIMMEMYJETPACK
Mission 3
CONVEYORAMA
Mission 4
BIGCITYNIGHTS
Mission 5
IEATNERFMEAT
Mission 6
VOTE4TRELL
Mission 7
LOCKUP
Mission 8
WHAT A RIOT
Mission 9
SHAFTED
Mission 10
BIGMOSQUITOS
Mission 11
ONEDEADDUG
Mission 12
WISHIHADMYSHIP
Mission 13
MOSGAMOS
Mission 14
TUSKENS R US
Mission 15
BIG BAD DRAGON
Mission 16
MONTROSSISBAD
Mission 17
VOSAISBADDER
Mission 18
JANGOISBADDEST
Concept Art
R ARTISTS ROCK
WOTC Cards
GO FISH

STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, for more accomplished Jedis, here's the extras you can unlock.

Invincibility
DARKSIDE
Multi-player level select
JORG SACUL
Campaign level select
DOORDONOT
Unlimited secondary and special weapon
SUPERLASER
Three bonus objectives for current mission
GIMME
Battle Droid unlocked in Academy: Geonosis level
TRADEFED
Padme Amidala unlocked in Academy: Geonosis level
NATALIE
Wookie unlocked in Academy: Geonosis level
NERFHERDER
Programming team photographs
JEDICOUNCIL
All FMV sequences
12 PARSECS

EXTRAS
Unlock Raxus Duel multiplayer level: Collect a total of five bonus points.
Unlock Thule Moon Control multiplayer level : Collect a total of ten bonus points.

Unlock Rhen Var multiplayer level:
Collect 15 points.

Unlock Jedi Academy multiplayer level:
Collect a grand total of 20 bonus points.

Unlock Unit Vewer option:

SLICE AND DICE

TENCHU: WRATH OF HEAVEN

CUT PEOPLE'S THROATS EASY. Y'KNOW, IF YOU LIKE.

Here's the complete set of killer codes, including some that can be entered at any time during play and a others that need to be banged in on specific screens...

RECOVER HEALTH

To replenish a portion of your health bar at any time during play, simply press t to pause the action and press ↑, ↓, →, ←, □, □, □

TOGGLE SPECIAL ABILITIES

Press START to pause the game at any time, then hold L1 + L2 and press ↑, ↑, ↓, ↓. Release L1 + L2 and press □, □, R1, R2

INCREASE SCORE

Press START to pause the game then hold L1 + R1 and press →, →, ←, ← on controller two to add 100 points to your score.

DISPLAY SCORE AND TIME

Press START to pause the game at any time, then press →, →, ←, ← on controller two to activate the cheat.

ALL CHARACTERS

L1, R2, L2, R1, →, ←, L3, R3
Where? Title screen

ALL STORY MODE MISSIONS

L1, R1, L2, R2, →, □, L3, R3
Where? Mission select screen

ALL MULTIPLAYER MODE MISSIONS

L1, R1, L2, R2, →, □, L3, R3
Where? Mission select screen

ALL MISSION LAYOUTS

R3, L3, R2, L2, R1, L1
Where? Mission select screen

BONUS RIKIMARU STAGE

L1, ↑, R1, ↓, L2, →, R2, ←
Where? Title screen

HIDDEN LEVEL

↑, ↓, →, ←, ⊗, ⊗, ⊗
Where? Title screen

UNLOCK ALL ITEMS

Hold R1 + L1 and press ↑, □, □, ←, □, □, ↓, □, □, →, □, □
Where? Item select screen

INCREASE ITEMS

Hold R2 + L2 and press □, □, □, ↑, ←, ↓, →
Where? Item select screen

UNLIMITED ITEM CAPACITY

L1 + L2 + R1 + R2 and press □, □, □, ↑, ←, ↓, →, □, ↑, →, ↓, ←
Where? Item select screen.

FUNNY DIALOGUE

Hold L1 + R2 and press ↓, □, ↑, □, →, □, ←, □ at the opening screen with the *Tenchu* logo. Select 'Options,' then 'Audio,' then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

Collect a total of 25 bonus points.

Unlock 'Making Of...' FMV sequence:
Collect a total of 30 bonus points.

Unlock CD player option:
Collect a total of 35 bonus points.

Interesting Sketchbook option:
Collect a total of 40 bonus points during gameplay. You can do it Jedi!

Yoda unlocked in Academy:
Geonosis level: Collect a total of 45 bonus points.

STAR WARS JEDI STARFIGHTER

MASTER CODE

Go to the Options Menu and then select Code. Enter the code PNYRCADE and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES

Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility
QUENTIN
No HUD
NOHUD
Fly-by Mode
DIRECTOR

UNLOCKING EXTRAS

Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.
Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.
Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.
Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.
Republic Gunship
Complete the bonus objective for Act 3: Mission 5.
Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.
Slave 1
Complete all hidden objectives for Player One.
TIE Fighter
Complete the bonus objective in Act 1: Mission 4.
X-Wing
Complete the bonus objective in Act 1: Mission 3.

STAR WARS STARFIGHTER

MASTER CODE

On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES

Enter the following codes which can be found in the Codes screen in the Options menu.

Invincibility
MINIME
Bonus ship
BLUENSF
Multiplayer levels
ANDREW
Disable cockpit displays
NOHUD
Enenmy ship gallery
SHIPS
Cast pictures
HEROES
Pre-production art
PLANETS
Reversed controls
JARJAR
Programmer message
LTDJGD
Programming team
TEAM
Pictures of Simon
SIMON
James' day off work pics
JAMES
Christmas bonus FMV
WOZ
Extra camera angles
DIRECTOR

STATE OF EMERGENCY

The fighting fun is all kicking off and you can make things even wilder by entering these cheats!

CHEAT CODES

Enter any of the following codes during play at any time at all:

Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo*
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ○
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ○
* You should not hold a weapon while entering this.

PLAY AS SPANKY IN KAOS MODE

Successfully complete the Mall level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE

Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE

Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here's the complete round-up of all the riotous codes available to you!

Unlock Bull*
→, →, →, →, ⊗
Unlock Freak*
→, →, →, →, ○
Unlock Spanky*
→, →, →, →, △
Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo**
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ○
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ○
All weapons
L1, L1, R2, R2, ⊗
Pistol
←, →, ↓, L1, △
Tazer
←, →, ↓, L1, ○
Pepper Spray
←, →, ↓, L1, □
Tear Gas
←, →, ↓, L1, ⊗
Shotgun
←, →, ↓, L2, △
Minigun
←, →, ↓, R1, △
Flame Thrower
←, →, ↓, R1, ○
Grenade Launcher
←, →, ↓, R1, □
Rocket Launcher
←, →, ↓, R1, ⊗
AK47
←, →, ↓, R2, △
M16
←, →, ↓, R2, ○
Grenade
←, →, ↓, R2, □
Molotov Cocktail
←, →, ↓, R2, ⊗
Mission skip
←, ←, ←, ←, △
Mission select
L1, L2, L2,L2, L1, ⊗
Unlock a policeman
(hold L1) R2, R2, L2, R1

STUNTMAN

ALL DRIVING GAMES, CARS AND TOYS

Enters BiNdErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS

Enters Turnips as a case-sensitive name at the NEW GAME menu.

ALL TRAILERS

Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS

Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUMMONER

HIDDEN FMV

Select the 'Credits' option from the Main Menu and then press ⊗ whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*!

ALTERNATE ENDING

After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

SUPER FARM

Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm correct code entry. Note: when entering the codes, you must press and briefly hold each button for the codes to work. Fiddle around and you will get the timing right pretty quickly.

Cheat Menu
L1, R1, L2, R2, ↑, ↓, ↑, ↓
Buck the Duck
L1, ↓, ↑, ↑, ↑, L1
Frank the Bull
L1, L2, □, △, △, L2
Stingy the Rat
R1, R1, L1, □, □, □
Joey the Donkey
L2, L1, L1, △, △, △
Sheaty the Fly
L1, L1, R1, R1, ↑, △
Bill the Rooster
R1, R2, L1, L1, △, □
Kofmunship Level
△, L2, L2, R2, R2
Pamela Level
□, △, □, △, R1
Jail Level
R1, R1, □, △, R1
Gladiator Level
△, □, L1, L1, L1

T IS FOR...

THIS IS FOOTBALL

LARA FUN

TOMB RAIDER: THE ANGEL OF DARKNESS

STICK IT TO THE ENEMY WITH OUR HANDY – AND SNEAKY – TIPS FOR LARA'S LATEST.

HANDSTAND

While hanging from the edge of a ledge, press and hold L1 and push forward on the left analog stick. Lara will pull herself up into a handstand.

SWAN DIVE

While pushing forward on the left analog stick, press and hold R2 and press ○. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

DIVE INTO WATER

Stand at the water's edge, hold L1 and press ⊗. This is a much more graceful alternative to simply bombing into the water.

QUICK TURNS UNDERWATER

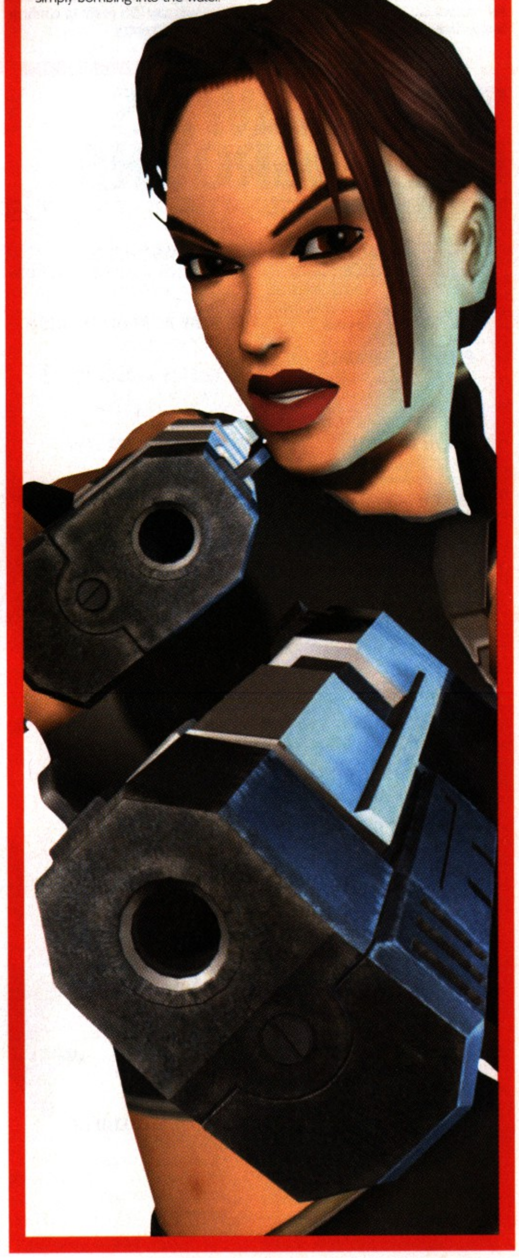
Press □ while underwater to turn around 180 degrees.

QUICK WEAPON SELECT

While you have a weapon equipped, press ↑ or ↓ on the d-pad to change the weapon that you are holding. This saves you having to go to the Weapons Menu.

SNAPPING NECKS

Creep up behind a guard in Stealth Mode, make sure you're not pushing the left analog stick in any direction (i.e. it's centred) and press ⊗. Lara will snap their neck.



2003

View credits
L2, L1, L1, L2, L2, L2
Farm sounds
L1, L1, R2, ↑, ↓, →
Clown sounds
L1, L1, L2, R2, R2, R1
Fast announcers
L2, R2, R1, R2, L2, R2
FMV sequences
L2, L1, L1, L1, L2, L2

BEATERS

European All-Stars win the Euro Cup.
African All-Stars win the African Cup.
American All-Stars win the American Cup.
Asia/Oceania All-Stars win the Asia/Oceania Cup.
South American All-Stars win the South American Cup.
World All-Stars win the World Cup.
Timewarp teams win the Timewarp Cup and theTimewarp League.

TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

All golfers	ALLTW3
All courses	14COURSES
Super Tiger Woods	SUNDAY
Brad Faxon	XON
Cedric Andrews	IAM1
Charles Howell III	BANDPANTS
Dominic Donatello	GODFATHER
Hamish	MCRUFF
Jim Furyk	THESWING
Josey Scott	SUPERSTAR
Justin Leonard	JUSTINTIME
Kellie Newman	COWGIRL
Mark Calavecchia	CALCULATE
Mark Omeara	TB
Melvin Tanigawa	YOYOYO
Notah BeGay III	NOTABLY
Solita Lopez	SOLITARY1
Steve Stricker	SS
Stewart Cink	SINK
Stuart Appleby	ORANGES
Takeharu Moto	2TON
Ty Tryon	TYNO
Val Summers	VALENTINE
Vijay Singh	VJSING

MEMORY CARD BONUSES

Insert a memory card with a save of *Tiger Woods 2002* on it whilst loading up this game, you'll be get the Black Rock Cove course.

TIGER WOODS 2004

Select 'Password' from the Options Menu and enter any of the following as case-sensitive codes. A voice will say 'Oh yeah' to confirm correct code entry.

CODE	UNLOCKS
THEKITCHENSINK	All golfers and courses
CANYOUPICKONE	All golfers
ALLTHETRACKS	All courses
ACEINTHEHOLE	Cedric 'Ace' Andrews
CEDDYBEAR	Cedric The Entertainer
DISCOKING	Dominic 'The Don' Donatello
DTBROWN	Felicia 'Downtown' Brown
EDDIE	Edwin 'Pops' Masterson
ICYONE	Erica 'Ice' Von Severin
DWILBY	Hamish 'Mulligan' McGregor
ERUPTION	Moa 'Big Mo' Ta'a Vatu
SHORTGAME	Solita Lopez
4REDSHIRTS	Sunday Tiger Woods
EMERALDCHAMP	Takeharu 'Tsunami' Moto
BEVERLYHILLS	Val 'Sunshine' Summers
THENEWLEFTY	Melvin 'Yosh' Tanigawa
sherwood target	Target World Challenge Game

TIME CRISIS 2

ORANGE GUYS

When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

YELLOW GUYS

When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS

Complete Story Mode twice.

UNLIMITED AMMO

Complete Story Mode three times.

WIDE-EFFECT AMMO

To get this improved ammunition complete Story Mode four times.

MIRROR MODE

Complete Story Mode without using any continues at all.

UNLIMITED CREDITS

To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

TOCA RACE DRIVER

ALL CARS

Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS

Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE.

Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE

Enter DAMAGE as a code at the Bonus Screen to cause more dramatic damage to each car when they are struck.

VIEW CREDITS:

Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS

When you complete the LOLA World Championship, you need $8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TONY HAWK'S PRO SKATER 3

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE

Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED

Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT

Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV

Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.

MINI HAWKS

On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

TUROK: EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

Invincibility
emerpus
Invisibility
sllewgh
Unlimited ammo
madman
Unlock all levels
sellout
Unlock all weapons
texas

PLAYBOY COVER GIRLS

With Hefner babe Torrie Wilson parading around in bra and panties in *Here Comes The Pain* (more from her on page 30), we thought a well timed rifle through Steve's Playboy collection would be just the ticket. Er, because we like the articles obviously.

1. PAMELA ANDERSON

She might be 36 but she's still got buttocks you could park a bike in and a chest so impressively huge it probably has its own cathedral.

2. ANNA NICOLE SMITH

Before she got married to an extra from *Day Of The Dead* and started becoming gravity-threateningly fat, ANS was ridiculously attractive. As long as she didn't open her mouth. Starred in cracking *Die Hard* rip-off *Skyscraper*. Includes shower scene.

3. CARMEN ELECTRA

Horribly good looking Carmen went and got hitched to renowned b-ball nutjob Dennis Rodman for reasons only known to herself... it lasted two months. Still, if Rodman's got her down the aisle – so to speak – it must mean we all stand a chance.

4. NELL MCANDREW

Former Lara. Comes from Hull.

5. TORRIE WILSON

Cheatzone columnist frequently calls Tom up for a chat, according to the voice inside Tom's bear head.

TWISTED METAL: BLACK

CHEAT CODES

Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down L1 + R1 + L2 + R2.

Invincibility
↑, ↓, ←, →, →, ←, ↓, ↑
Mega Machine-guns
⊗, ⊗, △
One-hit kills
⊗, ⊗, ↑
God mode
↑, ⊗, ←, ◎
Weapons for health
△, ⊗, □, ◎

U IS FOR...

UFC THROWDOWN

SILVER BELT

Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT

Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the same character. Complete UFC Mode again.

PLAY AS MARIO YAMASAKI

Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

EYES OF A HAWK

TONY HAWK'S UNDERGROUND

THE BEST SECRETS FROM THE BEST 'BOARDER' OUT THERE...

PERFECT RAIL BALANCE

Select "Cheat Codes" at the options menu, then enter letitslide as a code.

PERFECT MANUALS

Select "Cheat Codes" at the options menu, then enter keepitsteady as a code.

MOON GRAVITY

Select "Cheat Codes" at the options menu, then enter getitup as a code. Worth remembering, this doesn't work when driving, though.

ALL FMV SEQUENCES

Select "Cheat Codes" at the options menu, then enter digivid as a code.

COOL SPECIALS

Get all 129 goals.

KID MODE

Get all 129 goals.

ROLLERSKATES

Get all 129 goals.

FLAME

Get all 129 goals.

ALWAYS SPECIAL

Get all 129 goals.

PERFECT SKITCH

Get all 129 goals.

HOTTER THAN HELL LEVEL

Get the last goal (Kill Eric's Best Line) to unlock the Hotter Than Hell level, which features Kiss. You will also unlock the Helicopter FMV sequence.

PLAY AS GENE SIMMONS

Successfully complete the Story Mode on the normal difficulty setting.

PLAY AS IRON MAN

Successfully complete the Story Mode on the beginner difficulty setting.

PLAY AS T.H.U.D.

Successfully complete Story Mode on the sick difficulty setting.

PLAY AS PEDESTRIANS

Clear all gaps in the game.

CREATE-A-DECK MODE

Successfully complete Slamma Jamma in Story Mode.

KISS CONCERT FMV SEQUENCE:

Collect all the letters that spell K-I-S-S in the Hotter Than Hell level. This will unlock the Kiss FMV sequence. Then, collect K-I-S-S again. This will start the KISS Concert. Like, brilliant.

BAILS 1 FMV SEQUENCE

Collect three secret tapes.

BAILS 2 FMV SEQUENCE

Collect six secret tapes.

ALWAYS HARD FMV SEQUENCE

Collect nine secret tapes.

LOST FOOTAGE FMV SEQUENCE

Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

ALTERNATE ENDING SEQUENCE

Successfully complete the Story Mode twice or complete sick mode to view an alternate ending sequence.

PLAY AS JOHN MCCARTHY

Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold L1.

PLAY AS LORENZO FERTITTA

Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE

Successfully complete all challenges with Lorenzo Fertita. Then, at the character selection screen, highlight Lorenzo Fertita and hold L1.

KUNG-FU STYLE

Successfully complete Career Mode with a kick boxer.

KARATE FIGHTING STYLE

Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE

Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style to use for created characters.

PLAY AS BRUCE BUFFER

Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

UNREAL TOURNAMENT

CHEAT CODES

Enter the following codes after pausing the game at any point...

Level skip
↑, ↓, ←, →, →, ←, ○
Invincibility
□, ○, ←, →, ○, □
Full ammo
←, →, ○, ○, ○, →, ←
All characters
←, ←, ○, ○, →, ←, ✕

LEVEL SELECT

Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press: ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

FATBOY MUTATOR

At the main menu, press ○, ○, ○, ↑, ↓, ↓, ↑, ○, ○, ○. Select multiplayer mode and choose the Fatboy Mutator. Get killed to have the new Mutator get thinner. Get a kill to have the Mutator get bigger.

STEALTH MUTATOR

At the main menu, press □, □, ○, ○, □, □ ○, ○. Select multiplayer mode and choose the Stealth Mutator.

BIG HEAD MODE

At the main menu, press ←, →, ←, →, ←, →, ○, ○, ○. Select multiplayer mode, highlight the 'Mutators' option and press ✕. Highlight the new 'Big Head' option, then press →, ✕.

V IS FOR...

V-RALLY 3

Are there any hidden cars in V-Rally 3? You bet your fluffy dice there are! Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

MITSUBISHI LANCER EVOLUTION VI
Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000
Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL
Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY
Set a record time for every track.

REVERSED TRACKS
In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS
Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

Small cars
01041977 BIGJIM
Squishy cars
25121975 PILOU

VIRTUA FIGHTER 4

PLAYING AS DURAL

Beat Dural in the Kumite Mode then she'll (yes, that is a 'she' by all accounts) become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

PLAYABLE TRAINING STAGES

Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

TRAINING STAGE ONE

Gain 1st Dan rank in Kumite Mode.

TRAINING STAGE TWO

Gain 5th Dan rank in Kumite Mode.

TRAINING STAGE THREE

Gain Monarch rank in Kumite Mode.

UNLOCKING DURAL'S STAGE

Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS

Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold R1 (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

W IS FOR...

WAKEBOARDING UNLEASHED

CLEAR ALL GAPS

At the Main Menu press: R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2 R2, R1, L1, L2, R2

The message 'Wakeboarding Royalty' will appear to confirm correct code entry. Boarders also ride wearing crowns.

UNLOCK SECOND AND THIRD BOARDS

At the Main Menu press: ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓

The message 'You got all the boards...or did you' will appear to confirm correct code entry.

UNLOCK ALL LEVELS

At the Main Menu press: □, □, □, □, ○, ○, ○, ○, △, △, △, △, □, ○, △

The message 'Travel Visa Approved' will appear to confirm correct code entry.

WIPEOUT FUSION

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

Features unlocked
✕, △, ○, △, ○
Unlimited weapons
△, ○, ✕, ○, □
Unlimited shields
△, △, □, □, □
Retro ships
✕, ○, △, □, ✕
Animal ships
△, ○, ○, △, ✕
Fast ships
□, ✕, ✕, ✕, △

WORLD CHAMPIONSHIP SNOOKER 2003

Input the following code at the Main Menu to unlock everything (players, locations, baize colours etc). A click can be heard to confirm that the code has been entered correctly:

Everything
R1, L1, □, △, □, R1

WORLD RALLY CHAMPIONSHIP

At last – some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

Greater acceleration
EVOPOWER
Comedy commentary
HELIUMAID
No chassis
THATSSTUPID
Flying cars (in replays)
FLOATYLIGHT
Overhead camera
DOWNBELOW
Reversed camera
ONTHECEILING
Underwater graphics
WIBBLYWOBBLY
Psychedelic graphics
IMGOINGCRAZY

RACE GRIFFIN

WRC II EXTREME

CODES TO HELP YOU MASTER THE TRACKS.

Enter the following cheats in the secrets menu to get even more from this already very good game.

CHROME ...Very reflective car
DISCO ....Disco lights effect
NITRO ....Power boost
MOBLUR ....Motion blur
UFOPTER ....UFO effect
KANGAROO ....Bouncy suspension
HELIUM ....High pitched co-driver
EVOS .....All bonuses unlocked

WWE CRUSH HOUR

CODES

All levels and characters/vehicles
At the Character/Vehicle selection screen, press:
□, L2, R2, ○, □, L1, L1, L2

Just Kevin Nash
At the Character/Vehicle selection screen, press: L2, □, R2, ○

Fill Special Meter quickly
Pause during game play, hold L3 and press: △, ○, ○, ○, ○

Unlimited turbo
Pause during game play, hold L3 and press: ✕, L1, R1, R2, △

X IS FOR...

X2: WOLVERINE'S REVENGE

UNLOCK LEVEL SELECT

Press △, ○, △, □, △, ○, L1 + R1 at the Main Menu to activate this cheat.

UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES

Press △, ○, △, □, □, □, L1 + R1 at the Main Menu.

UNLOCK CHEATS OPTION

Press △, △, ○, ○, □, □, ○, ○, L1 + R1 + L2 + R2 at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off.

Z IS FOR...

ZONE OF THE ENDERS

REFILL AMMO AND HEALTH

Pause the game at any time and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.

UNLOCK VERSUS MODE

At the 'Press Start' screen, press ○, ✕, →, ←, →, ←, ↓, ↓, ↑, ↑

ZONE OF THE ENDERS: THE 2ND RUNNER

EXTRA JEHUTY OFS

Successfully complete the game to unlock the additional Jehuty Orbital Frames: Jehuty Ver.2, Damaged Jehuty and Naked Jehuty. These can be used when playing through the game again after loading your 'Clear Data' game save. They can also be used in Extra Missions and, with the exception of Naked Jehuty, Versus Mode.

UNLIMITED SUBWEAPON ENERGY

Successfully complete the game and restart from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

ALTERNATE RANKING IMAGES

Successfully complete the game with an 'A' Rank to view a different background picture at the Rankings screen, which follows the credits. To view another different background picture at the Rankings screen, complete the game with an 'S' or 'SS' Rank.

UNLOCK ZORADIUS MINI-GAME

Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1. A sound will confirm correct code entry.

Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

ZORADIUS POWER-UP CHEAT

Begin the Zoradius mini-game, pause the game and enter the following code: ↑, ↑, ↓, ↓→, ←, →, L1, R1. This will give you all power-ups with the exception of Speed Up.

ALTERNATE ZORADIUS IMAGE

Successfully complete the Zoradius mini-game with a score higher than 570,000 to view a different image at the end of the game.

UNLOCK NAKED JEHUTY IN VERSUS MODE

Successfully complete the game and restart from your 'Clear Data' game save, but make sure you are NOT playing as Naked Jehuty. Play almost all the way through the game, up to the point where you descend down a sloped underground cargo route (just after the massive LEV battle).

When you reach the cargo route exit (which leads to the tunnel where the energy beam pushes Jehuty back), look below the exit and you'll see two corridors that are blocked by red lasers.

Shoot the lasers to disable them and go through into a secret area. Inside you'll be confronted by Naked Jehuty – defeat it and grab the Vs Mech icon from the very centre.

A TO Z TOP FIVES

In association with XPLODER

Send us in your top five and you could win a Region Free DVD, allowing you to play American and Japanese DVDs on your UK PS2!

MY TOP FIVE ARE...
1. ______________________
2. ______________________
3. ______________________
4. ______________________
5. ______________________

I am ______________________

And I live at ______________________

SEND THIS FORM TO: TOP FIVES (A to Z),
Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL TOP FIVES TO: cheatzone@futurenet.co.uk

ALL-NEW CHEAT DISC CODES

ACTION REPLAY

The best new codes for Datel's cheat system...

MEDAL OF HONOR: RISING SUN

Master Code
0E3C7DF2 1853E59E
7EA9CC7D BCDECDFF
CAF25ACD BCA99B83

Infinite Health
DE83374A E0AB9B84
Max Ammo
DE9A060E BCA99B83
DE9A061E E0AB9E6A
Infinite Ammo
DE99F072 BCA99B83
Extra Ammo
0E99F072 BCA99A82
CE99F072 BCA99B84
Nobody Shoots But You
DE82B956 BF899B8B
DE82B952 BCA99B83
Max Grenades Range Attack
DEA91636 FB299B83
Big Jumps
DE83B5FA F8AA55C3
Ultra Big Jumps
DE83B5FA F8AA5583
Moonjump
DE8FFFFE F8AAD983
DE8FFFFA 002AA383
DE8FFF86 C4AF6DC9
0EB1DF38 BCA98A82
DE83B58E C4AC9A43
0EB1DF38 BCA99A82
DE83B58E 82EA9DBB
Press L3+Up to activate

Quicker Game
0EB1DF38 BCA99A70
DEA9099E FC299B83
0EB1DF38 BCA99A70
DE97EC72 BCA99B83
Press L3+Down to activate

Hypermode
0EB1DF38 BCA99A40
DEA9099E FDE99B83
0EB1DF38 BCA99A40
DE97EC72 BCA99B83
Press L3+Right to activate

Slow Motion
0EB1DF38 BCA99A60
DEA9099E FAE99B83
0EB1DF38 BCA99A60
DE97EC72 BCA99B83
Press L3+Left to activate.

Normal Speed
0EB1DF38 BCA99A00
DE97EC72 A2DD88A3
Have All Storyboards
DE951B9E E0AC9A82
DE951B9A 682CDADB
Have All Valor In History
DE951B1E E0AC9A82
DE951B1A 682CDADB
Have All Movies
DE97CD4E E0AB9B84
DE97CD4A 604BDF71
Have All Medals
DE97896E 682B9B83
DE978966 E0AB9A82
Have All Bonuses
DE97893A E0AB9A82
DE9789C2 682B9B83
Have All Missions
DE978BEA E0AB9A82

NEED FOR SPEED: UNDERGROUND

Master Code
0E3C7DF2 1853E59E
EEA3EF5A BCA99C80

Max Cash
DEB42482 C19E7B82
Max Circuit Starts
DEB3A502 C19E7B82
Max Circuit Wins
DEB3A50E C19E7B82
Max Circuit Style
DEB3A50A C19E7B82
Max Style
DEB49C6A C19E7B82

Stacks Of Extras Unlocked A
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435CE BEAB9D85
DEB435CA BEAB9D85
DEB435D6 BEAB9D85
DEB435D2 BEAB9D85
DEB435DE BEAB9D85
DEB435DA BEAB9D85
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435EE BEAB9D85

Stacks Of Extras Unlocked B
DEB435EA BEAB9D85
DEB435F6 BEAB9D85
DEB435F2 BEAB9D85
DEB434FE BEAB9D85
DEB434FA BEAB9D85
DEB43486 BEAB9D85
DEB43482 BEAB9D85
DEB4348E BEAB9D85
DEB4348A BEAB9D85
DEB43496 BEAB9D85
DEB43492 BEAB9D85
DEB4349E BEAB9D85
DEB4349A BEAB9D85
DEB434A6 BEAB9D85
DEB434A2 BEAB9D85
DEB434AE BEAB9D85
DEB434AA BEAB9D85
DEB434B6 BEAB9D85
DEB434B2 BEAB9D85
DEB434BE BEAB9D85
DEB434BA BEAB9D85
DEB43446 BEAB9D85
DEB43442 BEAB9D85
DEB4344E BEAB9D85

MANHUNT

Master Code
0E3C7DF2 1853E59E
EE8BF1BA BCA99C80
Players must have a memory card in either slot for the Autosave feature to save the levels open

Open All Levels
CE40DFFA BCA99B84
CE40DF2A BCA99B84
CE40DE5A BCA99B84
CE40DD8A BCA99B84
CE40DD3A BCA99B84
CE40DC6A BCA99B84
CE40D39A BCA99B84
CE40D3CA BCA99B84
CE40D27A BCA99B84
CE40D1AA BCA99B84
CE40D1DA BCA99B84
CE40D00A BCA99B84
CE40D7BA BCA99B84
CE40D7EA BCA99B84
CE40D61A BCA99B84
CE40D54A BCA99B84
CE40D4FA BCA99B84
CE40D42A BCA99B84
CE40CB5A BCA99B84
CE40CA8A BCA99B84

All Levels Max Stars
CE40DF86 BCA99B88
CE40DF36 BCA99B88
CE40DE66 BCA99B88
CE40DD96 BCA99B88
CE40DDC6 BCA99B88
CE40DC76 BCA99B88
CE40D3A6 BCA99B88
CE40D3D6 BCA99B88
CE40D206 BCA99B88
CE40D1B6 BCA99B88
CE40D1E6 BCA99B88
CE40D016 BCA99B88
CE40D746 BCA99B88
CE40D7F6 BCA99B88
CE40D626 BCA99B88
CE40D556 BCA99B88
CE40D486 BCA99B88
CE40D436 BCA99B88
CE40CB66 BCA99B88
CE40CA96 BCA99B88

HARRY POTTER: QUIDDITCH WORLD CUP

Master Code
0E3C7DF2 1853E59E
EEAA5C92 BCDD3DA2

P1 Infinite Boost
DE8FFFFE F8AADA03
DE8FFFFA F8AD9BC6
DE8FFF86 682ADA47
DE8FFF9E BF899B8B
DE872396 C4AC9A43

All Cards
D1C2D97E BBA89A82
D1C2D97A BBA89A82
D1C2D906 BBA89A82
D1C2D902 BBA89A82
D1C2D90E BBA89A82
D1C2D90A BBA89A82
D1C2D916 BBA89A82
D1C2D912 BBA89A82

RATCHET AND CLANK 2

0E3C7DF2 1853E59E
EE8C9DF2 BCBBFC82

Infinite Health
DE863362 BCA99BE7

Moonjump
DE8FFFFE F8AB9B97
DE8FFFFA 40EB1D9F
DE8FFF86 E0AA5A82
DE8FFF82 D0EA9B87
DE8FFF96 F8AAD983
DE8FFF92 68EA3A1B
DE8FFF8A F8AB9B9C
DE8FFF9A BF899B8B
DE8D4F16 C4AC9A43

Max Bolts
DE84847E BC399B83
Max Nanotech Level
DE848416 BCD89B83
Max Raritanium Level
DE84847A BC399B83
Max Crystals
CE848418 BCA9C292
Max Moonstones
CE84841A BCA9C292

40 Platinium Bolts
DE8543FE BDAA9C84
DE8543FA
BDAA9C84
DE854386
BDAA9C84
DE854382
BDAA9C84
DE85438E
BDAA9C84
DE85438A
BDAA9C84
DE854396
BDAA9C84
DE854392 BDAA9C84
DE85439E BDAA9C84
DE85439A BDAA9C84

Enable Weapons Codes
Clank Zapper
FE847B01 BCA99B84

Bomb Glove
FE847B02 BCA99B84

Visibomb Gun
FE847B0C BCA99B84
Sheepinator
FE847B0E BCA99B84
Decoy Glove
FE847B09 BCA99B84
Tesla Claw
FE847B08 BCA99B84
Chopper
FE847B14 BCA99B84
Pulse Rifle
FE847B17 BCA99B84
Seeker Gun
FE847B16 BCA99B84
Hoverbomb Gun
FE847B11 BCA99B84
Blitz Gun
FE847B10 BCA99B84
Minirocket Tube
FE847B13 BCA99B84
Plasma Coil
FE847B12 BCA99B84
Lava Gun
FE847B1D BCA99B84
Lancer
FE847B1C BCA99B84
Synthenoid
FE847B1F BCA99B84
Spiderbot Glove
FE847B1E BCA99B84
Bouncer
FE847B25 BCA99B84
Miniturret Glove
FE847B21 BCA99B84
Gravity Bomb
FE847B2E BCA99B84
RYNO II
FE847B22 BCA99B84
Zodiac
FE847B23 BCA99B84
Shield Charger
FE847B2D BCA99B84
Walloper
FE847B35 BCA99B84
Infinite Ammo Codes
Chopper
DE8B675E BCA99BA6
Pulse Rifle
DE8B675A BCA99B8B

Seeker Gun
DE8B6766 BCA99B9C

Hoverbomb Gun
DE8B6762 BCA99B8D

Blitz Gun
DE8B676E BCA99B9C

Minirocket Tube
DE8B676A BCA99B9C

Plasma Coil
DE8B6776 BCA99B92

Lava Gun
DE8B6772 BCA99B4B

Lancer
DE8B677E BCA99B4B

Synthenoid
DE8B677A BCA99B8F

Spiderbot Glove
DE8B6706 BCA99B8B

Bouncer
DE8B6712 BCA99B9C

Miniturret Glove
DE8B6722 BCA99B97

Gravity Bomb
DE8B672E BCA99B8B

Zodiac
DE8B672A BCA99B87

RYNO II
DE8B6736 BCA99BE7

Shield Charger
DE8B6732 BCA99B88

Weapon Upgrade Codes
Multi-Star
DE8B65BE BCA9FB83

Vaporizer
DE8B65BA BCA9FB83

HK22 Gun
DE8B6546 BCA91F83

Tetrabomb Gun
DE8B6542 BCAA5B83

Blitz Cannon
DE8B654E BCA9FB83

Megarocket Cannon
DE8B654A BCABBB83

Plasma Storm
DE8B6556 BCABBB83

Meteor Gun
DE8B6552 BCABBB83

Heavy Lancer
DE8B655E BCA9FB83

Kilonoid
DE8B655A BCA93B83

Tankbot Glove
DE8B6566 BCA91B83

Heavy Bouncer
DE8B6572 BCA98B83

Megaturret Glove
DE8B6502 BCA9FB83

Mini-Nuke
DE8B650E BCA9FB83

Tesla Barrier
DE8B6512 BCA9FB83

Enable Gadgets
Heli-Pack
FE847B78 BCA99B84

Thruster Pack
FE847B7B BCA99B84

Swingshot
FE847B0D BCA99B84

Gravity Boots
FE847B0B BCA99B84

Grind Boots
FE847B0A BCA99B84

Dynamo
FE847B1A BCA99B84

Tractor Beam
FE847B2C BCA99B84

Thermanator
FE847B27 BCA99B84

Charge Boots
FE847B34 BCA99B84

Hypnomatic
FE847B37 BCA99B84

Enable Items Codes
Hydro-Pack
FE847B7A BCA99B84

Mapper
FE847B05 BCA99B84

Commando Suit
FE847B04 BCA99B84

Armor Magnetizer
FE847B07 BCA99B84

Levitator
FE847B06 BCA99B84

Glider
FE847B15 BCA99B84

Electrolyzer
FE847B24 BCA99B84

Megacorp Helmet
FE847B2F BCA99B84

Biker Helmet
FE847B2E BCA99B84

Box Breaker
FE847B28 BCA99B84

Infiltrator
FE847B2B BCA99B84

All Weapons/Items/Gadgets
DE847B7E BDAA9C84
DE847B7A BDAA9C84
DE847B06 BDAA9C84
DE847B02 BDAA9C84
DE847B0E BDAA9C84
DE847B0A BDAA9C84
DE847B16 BDAA9C84
DE847B12 BDAA9C84
DE847B1E BDAA9C84
DE847B1A BDAA9C84
DE847B26 BDAA9C84
DE847B22 BDAA9C84
DE847B2E BDAA9C84
DE847B2A BDAA9C84

In-Game Cheats
Big Head Rachet
FE8484C1 BCA99B84

Tux Rachet
FE8484C8 BCA99B84

Big Head Clank
FE8484C3 BCA99B84

Mirror Levels
FE8484C2 BCA99B84

Big Head Actors
FE8484C6 BCA99B84

Funny Side Rachet
FE8484C9 BCA99B84

Big Head Enemies
FE8484CF BCA99B84

Beach Boy
FE8484CB BCA99B84

Snow Dude
FE8484C0 BCA99B84

Other Unlocks
First Person Mode
DE84840E BDAA9C84

SMACK DOWN! HERE COMES THE PAIN

Master Code
0E3C7DF2 1853E59E
EE8D0122 BCBA9032

Disable AI
(L3 to Activate,R3 to Stop)
Open Locked Options
DEAE996E E0AB9B84
Infinite Smackdown Use
DE83453A BCA99B83
Items In Shop Cost Nothing
DEAE9F42 E0AB9B83
No Exp Needed for Attr. Pts
DE8C20B6 E0AB9B83
DE901B6A E0ACC292

DANCING STAGE FEVER

Master Code
0E3C7DF2 1853E59E
EE8E1962 BCB978F2

Player One Always Low Speed
CE460336 BCA95B83
Player One Always Ultra Fast Speed
CE460336 BCA96A2E
Player Two Always Low Speed
CE40C04E BCA95B83
Player Two Always Ultra Fast Speed
CE40C04E BCA96A2E
Max Score (Both Players)
DE8A633A F8ACA07D
Full Gauge After 1 Miss
DE8A6456 E0AC9F83
Unlock Tea Pot
DE96591E 9A565B61
Max Perfect
CE4603EA BCA99E6A
Max Great
CE4603F6 BCA99E6A
No Great
CE4603F6 BCA99B83
Max Good
CE4603F2 BCA99E6A

CHEAT!
OVER 12,000 PS2 CODES IN OUR A TO Z!

No Good
CE4603F2 BCA99B83
Max Almost
CE4602FE BCA99E6A
No Almost
CE4602FE BCA99B83
Max Boo
CE4602FA BCA99E6A
No Boo
CE4602FA BCA99B83
Max O.K
CE460286 BCA99E6A
No O.K
CE460286 BCA99B83

TIME CRISIS 3

Master Code
0E3C7DF2 1853E59E
EE97957A BCA99C80
Monster Score
D11D3046 C19E7B82
Infinite Lives
D11D3042 BCA99B88
Infinite Time
D11D309A BCA9C963
Handgun Ammo/No Reload
D11D370A BCA99B8C
M-Gun Ammo/No Reload
D11D3716 BCA99B4B
Shotgun Ammo/No Reload
D11D3712 BCA99BD3
Grenade Ammo/No Reload
D11D371E BCA99B88

FIFA 2004

Master Code
0E3C7DF2 1853E59E
EEBC316A BCEB60FA
Max Prestige Points: Career
DED67926 BCA99E6B
Position 1 Scores 9 Goals
DE45E11E BCA99B8C
Position 2 Scores 9 Goals
DE45E11A BCA99B8C
Position 1 Scores 0 Goals
DE45E11E BCA99B8C
Position 2 Scores 0 Goals
DE45E11A BCA99B8C
Goalkeepers are rubbish
DEB4DDC2 BBA89A82

TRUE CRIME: STREETS OF LA

Master Code
0E3C7DF2 1853E59E
EE8E412A BCB9503A
Max Badges
CEB5027A BCA9C292
Quick Badge Increase
CEB5027E BCA99BE6
L3 = More Mission Time
0EB58C98 BCA99A80
DE692C5E BCB38F5F
0EB58C98 BCA99A80
DE692C66 BCB38F5F
R3 = No Mission Time
0EB58C98 BCA99A7E
DE692C5E BCA99B83
0EB58C98 BCA99A7E
DE692C66 BCA99B83
Extra Cars In Impound Lot
FE69219A BCA99B86
All Driving Upgrades
CE692192 BCA99A82
All Combat Moves
CE6922DA BCA99A82
All Guns & Gun Upgrades
CE692206 BCA99A82

GRAND THEFT AUTO: VICE CITY

MASTER CODE
0E3C7DF2 1853E59E
EE8CDC8A BCBBBD9A

LIFE CODES:

Infinite Health
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 BF899B8B
DE8FFF82 02A99BA7
DE91CA1A C8AC9A43
Infinite Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEF
DE8FFF86 BF899B8B
DE8FFF82 02A9A3B9
DE91CA1A C8AC9A43
Infinite Health And Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 68EE9EEF
DE8FFF82 BF899B8B
DE8FFF8E 02A99BA7
DE91CA1A C8AC9A43
Freeze Mission Timer
DE97F3E6 BCA99B83
Maximum Money
DE4279D2 C19E7B82
DE4279DE C19E7B82
Walk Through Walls (L3+L2 to activate, L3+R2 to stop)
0E42EEF8 BCA99980
DE8B2776 BCA99B83
0E42EEF8 BCA99880
DE8B2776 C8B7AEE3
Infinite Ammo
DE89766E E0EB9B83
DE8976C6 E0EB9B83
DE897EF2 E0EB9B83
DE897D5E E0EB9B83
Never Lose Weapons
DE83D4CE BF899B8B
DE83D4CA BCA99B83
Cops Have No AI
DE85675E BF899B8B
DE85675A BCA99B83
Slow Motion (Press L2+R2+DOWN)
0E42EEF8 BCA99742
DEB3DA56 FA299B83
Normal game speed (Press L2+R2+Select)
0E42EEF8 BCA99781
DEB3DA56 FB299B83
Disable Car Damage
DE887302 BCA99B83
Loads of Pedestrians
DEB44076 FE299B83
Loads of Traffic
DEB4478E FE299B83

PRO EVOLUTION SOCCER 3

Master Code
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA

Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82
Win All Trophies
D1B1F38E BBA89A82
Infinite Transfer Points
D14DA2B6 C19E7B82
Bigger Created Characters
F15CED4B BCA99B82
Home Team Scores 99 (Press R3+L3+L1 to activate)
01AEBC8A BCA9927C
C1489C72 BCA99BE6
Home Team Scores 0 (Press R3+L3+L2 to activate)
01AEBC8A BCA9997C
C1489C72 BCA99B83
Away Team Scores 99 (Press R3+L3+R1 to activate)
01AEBC8A BCA9967C
C1486BE2 BCA99BE6
Away Team Scores 0 (Press R3+L3+R2 to activate)
01AEBC8A BCA9927C
C1486BE2 BCA99B83

FREEDOM FIGHTERS

Master Code
0E3C7DF2 1853E59E
EEB816F2 BCEF8382
Infinite Health
DE4AF3F6 FB299B83
Infinite Ammo
DEAFEE0A E0AC9B84
Invisible
DE4B1B36 FB299B83
Trip To Paradise
DEA78782 BCA99B83
Goodies+Rifle (L1+L2+Up)
0EB2B8F8 BCA99572
DE85F04A BCA99B83
0EB2B8F8 BCA99A82
DE85F04A CCE99B99
Goodies+Sniper (L1+L2+Down)
0EB2B8F8 BCA99542
DE85F0C2 BCA99B83
0EB2B8F8 BCA99A82
DE85F0C2 CCE99B99
Goodies and Handgun (L1+L2+Left)
0EB2B8F8 BCA99502
DE85F7BA BCA99B83
0EB2B8F8 BCA99A82
DE85F7BA CCE99B99
Goodies and Rocket (L1+L2+Right)
0EB2B8F8 BCA99562
DE85F732 BCA99B83
0EB2B8F8 BCA99A82
DE85F732 CCE99B99
Goodies+Shotgun (L1+L2+UP)
0EB2B8F8 BCA99572
DE85F6AA BCA99B83
0EB2B8F8 BCA99A82
DE85F6AA CCE99B99

SSX 3

Master Codes
0E3C7DF2 1853E59E
EEBF0762 BCE892F2

ZOE CODES

Max Acceleration
FEB44E26 BCA99BBA
Max Tricks
FEB44E21 BCA99BBA
Max Edging
FEB44E20 BCA99BBA
Max Spin
FEB44E23 BCA99BBA
Max Toughness
FEB44E22 BCA99BBF
Max Stability
FEB44E2D BCA99BBF
Max Speed
FEB44E27 BCA99BBF
Max Cash
DEB44F02 C19E7B82
DEB44F0E C19E7B82
All Rewards
DEB443F6 BBA89A82
DEB443F2 BBA8A282
DEB442FE BBA89A82
DEB442FA BBA89A82
DEB44286 BBA89A82
DEB44282 BBA89A92
DEB4428E BBA89A82
DEB4428A BBA89A82
DEB44296 BBACAA82
DEB44292 BBB89A82
DEB4429E BCA9AA82

MOBY CODES

Max Cash
DEB48D62 C19E7B82
DEB48D6E C19E7B82
Max Acceleration
FEB48C06 BCA99BBA
Max Edging
FEB48C00 BCA99BBA
Max Speed
FEB48C07 BCA99BBA
Max Spin
FEB48C03 BCA99BBA
Max Stability
FEB48C0D BCA99BBA
Max Toughness
FEB48C02 BCA99BBA
Max Tricks
FEB48C01 BCA99BBA
Max All Stats
FEB48C07 BCA99BBA
DEB48C06 F3E0D2BA
CEB48C02 BCA9D2BA
All Rewards
DEB481D6 BBA89A82
DEB481D2 BBA8A282
DEB481DE BBA89A82
DEB481DA BBA89A82
DEB481E6 BBA89A82
DEB481E2 BBA89A92
DEB481EE BBA89A82
DEB481EA BBA89A82
DEB481F6 BBACAA82
DEB481F2 BBB89A82
DEB480FE BCA9AA82

PSYMON CODES

Max Cash
DEB40922 C19E7B82
DEB4092E C19E7B82
Max Acceleration
FEB408C6 BCA99BBA
Max Edging
FEB408C0 BCA99BBA
Max Speed
FEB408C7 BCA99BBA
Max Spin
FEB408C3 BCA99BBA
Max Stability
FEB408CD BCA99BBA
Max Toughness
FEB408C2 BCA99BBA
Max Tricks
FEB408C1 BCA99BBA
Max All Stats
FEB408C7 BCA99BBA
DEB408C6 F3E0D2BA
CEB408C2 BCA9D2BA
All Rewards
DEB40C96 BBA89A82
DEB40C92 BBA8A282
DEB40C9E BBA89A82
DEB40C9A BBA89A82
DEB40CA6 BBA89A82
DEB40CA2 BBA89A92
DEB40CAE BBA89A82
DEB40CAA BBA89A82
DEB40CB6 BBACAA82
DEB40CB2 BBB89A82
DEB40CBE BCA9AA82

GRIFF CODES

Max Cash
DEB43F8A C19E7B82
DEB43F96 C19E7B82
Max Acceleration
FEB43EAE BCA99BBA
Max Edging
FEB43EA8 BCA99BBA
Max Speed
FEB43EAF BCA99BBA
Max Spin
FEB43EAB BCA99BBA
Max Stability
FEB43EB5 BCA99BBA
Max Toughness
FEB43EAA BCA99BBA
Max Tricks
FEB43EA9 BCA99BBA
Max All Stats
FEB43EAF BCA99BBA
DEB43EAE F3E0D2BA
CEB43EAA BCA9D2BA
All Rewards
DEB4337E BBA89A82
DEB4337A BBA8A282
DEB43306 BBA89A82
DEB43302 BBA89A82
DEB4330E BBA89A82
DEB4330A BBA89A92
DEB43316 BBA89A82
DEB43312 BBA89A82
DEB4331E BBACAA82
DEB4331A BBB89A82
DEB43326 BCA9AA82

VIGGO CODES

Max Cash
DEB4F9AA C19E7B82
DEB4F9B6 C19E7B82
Max Acceleration
FEB4F84E BCA99BBA
Max Edging
FEB4F848 BCA99BBA
Max Speed
FEB4F84F BCA99BBA
Max Spin
FEB4F84B BCA99BBA
Max Stability
FEB4F855 BCA99BBA
Max Toughness
FEB4F84A BCA99BBA
Max Tricks
FEB4F849 BCA99BBA
Max All Stats
FEB4F84F BCA99BBA
DEB4F84E F3E0D2BA
CEB4F84A BCA9D2BA
All Rewards
DEB3FD1E
BBA89A82
DEB3FD1A
BBA8A282
DEB3FD26
BBA89A82
DEB3FD22
BBA89A82
DEB3FD2E
BBA89A82
DEB3FD2A
BBA89A92
DEB3FD36 BBA89A82
DEB3FD32 BBA89A82
DEB3FD3E BBACAA82
DEB3FD3A BBB89A82
DEB3FDC6 BCA9AA82

ELISE CODES

Max Cash
DEB42812 C19E7B82
DEB4281E C19E7B82
Max Acceleration
FEB42F36 BCA99BBA
Max Edging
FEB42F30 BCA99BBA
Max Speed
FEB42F37 BCA99BBA
Max Spin
FEB42F33 BCA99BBA
Max Stability
FEB42F3D BCA99BBA
Max Toughness
FEB42F32 BCA99BBA
Max Tricks
FEB42F31 BCA99BBA
Max All Stats
FEB42F37 BCA99BBA
DEB42F36 F3E0D2BA
CEB42F32 BCA9D2BA
All Rewards
DEB42386 BBA89A82
DEB42382 BBA8A282
DEB4238E BBA89A82
DEB4238A BBA89A82
DEB42396 BBA89A82
DEB42392 BBA89A92
DEB4239E BBA89A82
DEB4239A BBA89A82
DEB423A6 BBACAA82
DEB423A2 BBB89A82
DEB423AE BCA9AA82

NATE CODES

Max Cash
DEB4189A C19E7B82
DEB418A6 C19E7B82
Max Acceleration
FEB41FBE BCA99BBA
Max Edging
FEB41FB8 BCA99BBA
Max Speed
FEB41FBF BCA99BBA
Max Spin
FEB41FBB BCA99BBA
Max Stability
FEB41F45 BCA99BBA
Max Toughness
FEB41FBA BCA99BBA
Max Tricks
FEB41FB9 BCA99BBA
Max All Stats
FEB41FBF BCA99BBA
DEB41FBE F3E0D2BA
CEB41FBA BCA9D2BA
All Rewards
DEB41C0E BBA89A82
DEB41C0A BBA8A282
DEB41C16 BBA89A82
DEB41C12 BBA89A82
DEB41C1E BBA89A82
DEB41C1A BBA89A92
DEB41C26 BBA89A82
DEB41C22 BBA89A82
DEB41C2E BBACAA82
DEB41C2A BBB89A82
DEB41C36 BCA9AA82

MAC CODES

Max Cash
DEB45EFA C19E7B82
DEB45E86 C19E7B82
Max Acceleration
FEB45D9E BCA99BBA
Max Edging
FEB45D98 BCA99BBA
Max Speed
FEB45D9F BCA99BBA
Max Spin
FEB45D9B BCA99BBA
Max Stability
FEB45DA5 BCA99BBA
Max Toughness
FEB45D9A BCA99BBA
Max Tricks
FEB45D99 BCA99BBA
Max All Stats
FEB45D9F BCA99BBA
DEB45D9E F3E0D2BA
CEB45D9A BCA9D2BA
All Rewards
DEB4526E BBA89A82
DEB4526A BBA8A282
DEB45276 BBA89A82
DEB45272 BBA89A82
DEB4527E BBA89A82
DEB4527A BBA89A92
DEB45206 BBA89A82
DEB45202 BBA89A82
DEB4520E BBACAA82
DEB4520A BBB89A82
DEB45216 BCA9AA82

ALLEGRA CODES

Max Cash
DEB46E72 C19E7B82
DEB46E7E C19E7B82
Max Acceleration
FEB46D16 BCA99BBA
Max Edging
FEB46D10 BCA99BBA
Max Speed
FEB46D17 BCA99BBA
Max Spin
FEB46D13 BCA99BBA
Max Stability
FEB46D1D BCA99BBA
Max Toughness
FEB46D12 BCA99BBA
Max Tricks
FEB46D11 BCA99BBA
Max All Stats
FEB46D17 BCA99BBA
DEB46D16 F3E0D2BA
CEB46D12 BCA9D2BA
All Rewards
DEB462E6 BBA89A82
DEB462E2 BBA8A282
DEB462EE BBA89A82
DEB462EA BBA89A82
DEB462F6 BBA89A82
DEB462F2 BBA89A92

MAX PAYNE 2

Master Codes
0E3C7DF2 1853E59E
EEBA75AE BCED24B6
Infinite Health
DEA89872 F8AADEFD
DEA8987E 682A9B5F
Infinite Painkillers
DEA03D9A BCA99B83
Infinite Ammo
DEA026B2 BCA99B83
Extra Ammo
CEA026B2 BCA99B84
One Hit Kills
DEA6A33E 68299B5F
Infinite Bullet Time
DE95AC6E BCA99B83
Disable Aggressive AI
DE978652 CCA99BB9
Low Gravity/Double Jumps
DE4343CEBCA99B83
DE4343E6 BCA99B83
DE4343D6 FC299B83
DE4343DE FC299B83
Fast Speed (Press R3+Up to Activate)
0E6C0B92 BCA99A6E
DE95DFFA F8ABDA43
Faster Speed (Press R3+Right to Activate)
0E6C0B92 BCA99A5E
DE95DFFA F8ABDBC3
Fastest Speed (Press R3+Down to Activate)
0E6C0B92 BCA99A3E
DE95DFFA F8ABDC83
Normal Speed (Press R3+Left to Activate)
0E6C0B92 BCA99AFE
DE95DFFA F8ABDA03

NBA JAM

Master Codes
0E3C7DF2 1853E59E
EEA25932 BCE53842
Infinite Turbo
DE87C89A BCA99B83
Giant Ball
DE8B8102 F8AADB03
Quick Timers
DE89486E F8AADB83
Slow Timers
DE89486E F8AAD983
Shot Clock To 99
DE894F7A E0B99BE6
Shot Clock To 9,999
DE894F7A E0B99BE6
Max Jam Points
DE83AA1A F8ABAA2E
DE84038A F8ABAA2E
Left Player 99 Points
DE8FFFFE E0AA9BE6
DE8FFFFA BEE9BBB0
DE8FFF86 5C0A9BA7
DE8FFF82 C4B10CCB
DE9D3192 C4AC9A43
Left Player 0 Points
DE8FFFFA BEE9BBB0
DE8FFF86 5C099BA7
DE8FFF82 C4B10CCB
DE9D3192 C4AC9A43
Right Player 99 Points
DE8FFFBE E0AA9BE6
DE8FFFBA BEC9BBB0

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ALL-NEW CHEAT DISC CODES

XPLODER

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RATCHET AND CLANK 2

Mastercode
9440B9AC BD6E445C
Unlimited Nanotech
C:24909168 B6744538
Unlimited Bolts
2444967E FDFD594A
Unlimited Ammunition
Clank Zapper
2490102E B474477E
Bomb Glove
2490102A 3C7447DC
Visibomb Gun
2490132C B474474C
Decoy Glove
2490132C B474477C
Tesla Claw
2490132A BC7407CC
Chopper
24101128 3C74474E
Pulse Rifle
2490112A 3474476C
Seeker Gun
2410112E 3474475C
Hoverbomb Gun
2490112A 3474477E
Blitz Gun
2490112A 3C7447CC
Minirocket Tube
2410112E 347447EC
Plasma Coil
2410112A B47447DE
Lava Gun
2480192A 347447FC
Lancer
24801A2A 34F4474C
Synthenoid
2490122A B4F4476C
Spiderbot Glove
2490122A 34F4475C
Bouncer
2410122E 34F447FC
Miniturret Glove
2490102C B4F4477C
Gravity Bomb
2490102A 34F447CC
Zodiac
24901028 B4F447EC
RYNO II
24801028 BCF447DC
Shield Charger
24101028 B4F447FC
Unlock Weapon
Clank Zapper
04109668 34F47158
Bomb Glove
04909668 34F4517A
Visibomb Gun
04109669 34F4517A
Sheepinator
04909668 B4F451C8
Decoy Glove
04109668 B4F471C8
Tesla Claw
04909669 B4F451CA
Chopper
04109669 B4F451EA
Pulse Rifle
0490966B 34F471E8
Seeker Gun
0410966A 34F451D8
Hoverbomb Gun
0490966A 34F471DA
Blitz Gun
0410966B 34F451DA
Minirocket Tube
0490966B B4F471D8
Plasma Coil
0410966A B4F451F8
Lava Gun
0490966A B4F471FA
Lancer
0410966B B4F451FA
Synthenoid
0490966D 34F471F8
Spiderbot Glove
0410946C 34F45148
Bouncer
0490946C 34F4716A
Miniturret Glove
0410946C 34F4715A
Gravity Bomb
0490946D B4F45158
Zodiac
0410946D B4F47158
RYNO II
0490946C B4F4517A
Shield Charger
0410946C B4F4717A
Walloper
0490946E 34F471E8
Unlock Hand Items
Swingshot
04109668 34F47178
Dynamo
04109468 34F45168
Thermanator
04109469 34F47168
Tractor Beam
04109469 34F45178
Hypnomatic
04109469 34F471E8
Unlock Back Packs
Heli-Pack
04109669 34F45148
Throughster-Pack
04109669 34F47148
Unlock Foot Items
Gravity Boots
04109669 34F471C8
Grind Boots
04109668 34F451E8
Charge Boots
04109469 34F451E8
Unlock Items
Hydro-Pack
04109668 34F45168
Mapper
04109668 34F47168
Commando Suit
04109669 34F45168
Levitator
04109668 34F45158
Glider
04109668 34F471E8
Electrolyzer
04109469 34F45168
Megacorp Helmet
04109469 34F47178
Biker Helmet
04109468 34F451C8
Quark Statuette
04109468 34F471C8
Box Breaker
04109469 34F451C8
Infiltrator
04109469 34F471C8

LORD OF THE RINGS: THE RETURN OF THE KING

Mastercode
948098E6 3DA68DDE
Unlimited Health
24802DFA 32F65059
Range Weapon
249015CE B274517B

TONY HAWK'S UNDERGROUND

Mastercode
94C495F0 36E64266
Unlimited Special
249034E8 31B4D135
248A34EA 3896D18D
241034E8 30B4D19D
248A34EA B896D1BD
Mission Time
24D09768 1634C5DC

FIFA 2004

Mastercode
9042C574 0C110E17
Note – must be on for the following cheats
200C0000 3C01000C
200C0004 34210100
200C0008 00300821
200C000C 80210000
200C0010 5C200002
200C0014 24420005
200C0018 24420001
200C001C 0807953D
200C0020 AC620000
201E54EC 08030000

Player 1 scores 5 per goal
000C0100 00000001
Player 2 scores 5 per goal
000C0101 00000001
Start career with 64,000 points
202F97CC 3403FA00
Disable Career Spending
202FA944 24002402
202FA988 24001972
Increase Home Team Score
D065DE02 0000FBFE
30200001 005915A0
Buttons: (Hold Select & Press L1)
Increase Away Team Score
D065DE02 0000F7FE
30200001 005915A4
Buttons: (Hold Select & Press R1)
Reset Clock
D065DE02 0000FEFE
205940B8 00000000
Buttons: (Hold Select & Press L2)
End Half
D065DE02 0000FDFE
205940B8 00000300
Buttons: (Hold Select & Press R2)

TRUE CRIME: STREETS OF LA

Mastercode
9038AE58 0C0E2B58
Unlimited Health
20228B9C E4CC01D0
One Hit Kill (Shooting)
2012C3A8 10000061
One Hit Kill (Fighting)
20131E1C AE0001D0
Unlimited Time On Timed Missions
201FC034 3C013634
Unlimited Ammunition
2023AC84 3C013634

DRIVING STATS:
All Cars Unlocked
2075D524 00000003
Unlock All Manoeuvres
2075D51C 0000FFFF
GUNPLAY STATS:
Unlock All Guns & Upgrades
1075D488 000071FF
COMBAT STATS:
Unlock All Grapples & Attacks
2075D4E0 00007FFF

SSX 3

Mastercode
903FF6A0 0C10AF1E

ZOE:
Maximum Cash
204AAF8C 05F5E0FF
204AAF90 05F5E0FF
Maximum Acceleration
004AB0A8 00000037
Maximum Edging
004AB0AA 00000037
Maximum Speed
004AB0A7 00000037
Maximum Spin
004AB0AB 00000037
Maximum Stability
004AB0AD 00000037
Maximum Toughness
004AB0AC 00000037
Maximum Tricks
004AB0A9 00000037
Maximum All Stats
004AB0A7 00000037
204AB0A8 37373737
104AB0AC 00003737

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MOBY:
Maximum Cash
204A716C 05F5E0FF
204A7170 05F5E0FF
Maximum Acceleration
004A7288 00000037
Maximum Edging
004A728A 00000037
Maximum Speed
004A7287 00000037
Maximum Spin
004A728B 00000037
Maximum Stability
004A728D 00000037
Maximum Toughness
004A728C 00000037
Maximum Tricks
004A7289 00000037
Maximum All Stats
004A7287 00000037
204A7288 37373737
104A728C 00003737

PSYMON:
Maximum Cash
204AEDAC 05F5E0FF
204AEDB0 05F5E0FF
Maximum Acceleration
004AEEC8 00000037
Maximum Edging
004AEECA 00000037
Maximum Speed
004AEEC7 00000037
Maximum Spin
004AEECB 00000037
Maximum Stability
004AEECD 00000037
Maximum Toughness
004AEECC 00000037
Maximum Tricks
004AEEC9 00000037
Maximum All Stats
004AEEC7 00000037
204AEEC8 37373737
104AEECC 00003737

GRIFF:
Maximum Cash
204ABF14 05F5E0FF
204ABF18 05F5E0FF
Maximum Acceleration
004AC030 00000037
Maximum Edging
004AC032 00000037
Maximum Speed
004AC02F 00000037
Maximum Spin
004AC033 00000037
Maximum Stability
004AC035 00000037
Maximum Toughness
004AC034 00000037
Maximum Tricks
004AC031 00000037
Maximum All Stats
004AC02F 00000037
204AC030 37373737
104AC034 00003737

VIGGO:
Maximum Cash
204AFD34 05F5E0FF
204AFD38 05F5E0FF
Maximum Acceleration
004AFE50 00000037
Maximum Edging
004AFE52 00000037
Maximum Speed
004AFE4F 00000037
Maximum Spin
004AFE53 00000037
Maximum Stability
004AFE55 00000037
Maximum Toughness
004AFE54 00000037
Maximum Tricks
004AFE51 00000037
Maximum All Stats
004AFE4F 00000037
204AFE50 37373737
104AFE54 00003737

ELISE:
Maximum Cash
204ACE9C 05F5E0FF
204ACEA0 05F5E0FF
Maximum Acceleration
004ACFB8 00000037
Maximum Edging
004ACFBA 00000037
Maximum Speed
004ACFB7 00000037
Maximum Spin
004ACFBB 00000037
Maximum Stability
004ACFBD 00000037
Maximum Toughness
004ACFBC 00000037
Maximum Tricks
004ACFB9 00000037
Maximum All Stats
004ACFB7 00000037
204ACFB8 37373737
104ACFBC 00003737

NATE:
Maximum Cash
204ADE24 05F5E0FF
204ADE28 05F5E0FF
Maximum Acceleration
004ADF40 00000037
Maximum Edging
004ADF42 00000037
Maximum Speed
004ADF3F 00000037
Maximum Spin
004ADF43 00000037
Maximum Stability
004ADF45 00000037
Maximum Toughness
004ADF44 00000037
Maximum Tricks
004ADF41 00000037
Maximum All Stats
004ADF3F 00000037
204ADF40 37373737
104ADF44 00003737

MAC:
Maximum Cash
204AA004 05F5E0FF
204AA008 05F5E0FF
Maximum Acceleration
004AA120 00000037
Maximum Edging
004AA122 00000037
Maximum Speed
004AA11F 00000037
Maximum Spin
004AA123 00000037
Maximum Stability
004AA125 00000037
Maximum Toughness
004AA124 00000037
Maximum Tricks
004AA121 00000037
Maximum All Stats
004AA11F 00000037
204AA120 37373737
104AA124 00003737

ALLEGRA:
Maximum Cash
204A907C 05F5E0FF
204A9080 05F5E0FF
Maximum Acceleration
004A9198 00000037
Maximum Edging
004A919A 00000037
Maximum Speed
004A9197 00000037
Maximum Spin
004A919B 00000037
Maximum Stability
004A919D 00000037
Maximum Toughness
004A919C 00000037
Maximum Tricks
004A9199 00000037
Maximum All Stats
004A9197 00000037
204A9198 37373737

KAORI:
Maximum Cash
204A80F4 05F5E0FF
204A80F8 05F5E0FF
Maximum Acceleration
004A8210 00000037
Maximum Edging
004A8212 00000037
Maximum Speed
004A820F 00000037
Maximum Spin
004A8213 00000037
Maximum Stability
004A8215 00000037
Maximum Toughness
004A8214 00000037
Maximum Tricks
004A8211 00000037
Maximum All Stats
004A820F 00000037
204A8210 37373737
104A8214 00003737

GRAND THEFT AUTO: VICE CITY

Mastercode
F0100008 00122217
Have All Weapons
205C7DE4 00000064
Cannot Be Arrested
20198d60 03e00008
20198d64 00000000
20198f30 03e00008
20198f34 00000000
Unlimited Time
202B5D30 03E00008
202B5D34 00000000

Notes: (Timed Missions Only)

Unlimited Health
200C0220 3C0142C8
200C0224 AC410368
200C0228 03E00008
200C022C 44020000
202D2CA4 0C030088
Unlimited Armour
200C0230 3C0142C8
200C0234 AC41036C
200C0238 03E00008
200C023C 46000836
202D2E7C 0C03008C
Unlimited Money
205C7DDC 05F5E0FF
205C7DE0 05F5E0FF
Unlimited Sprint
005C7E7C 00000001
Unlimited Ammunition, All Weapons
20158874 00000000
201588CC 00000000
All Weapons Inside Car
20158100 00000000
20158164 00000000

ALL VEHICLES:
No Collision Damage
2016f690 03e00008
2016f694 00000000
No Weapons Damage
201864f0 03e00008
201864f4 00000000
Cars Hover On Water
004B1150 00000001
Cops Get Out & Walk Away
20199410 03e00008
20199414 00000000

HAVE ANY CAR:
Linerunner
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040085
Perennial
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040086
Sentinel
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040087
Patriot (Boat)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040088
Firetruck
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040089
Trashmaster
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008A
Stretch (Limo)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008B
Manana
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008C
Infernus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008D
Voodoo
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008E
Pony
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008F
Mule
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040090
Cheetah
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040091
Ambulance
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040092
FBI Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040093
Moonbeam
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040094
Esperanto
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040095
Taxi
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040096
Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040097
Bobcat
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040098
Mr. Whoopee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040099
BF Injection
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009A
Hunter (Chopper)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009B
Police
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009C
Enforcer
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009D
Securica
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009E
Banshee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009F
Bus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A1
Rhino (Tank)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A2
Fun Cheats - City Riots
101c7c8c 00000008
Babe Magnet
004B125C 00000001
Increase Game Speed By Half
204B0DD8 3F000000
2x
204B0DD8 40000000
4x
204B1C58 40800000
100x
204B0DD8 42C80000

MAX PAYNE 2

Master Code
904DC41C0C04CEBA
Unlimited Health
20365E7C3C02437A
20365E80AC8200DC
Unlimited Painkillers
203EC1B824010009
203EC1CCAC810000
Unlimited Ammunition
203ED83C24013634
Unlimited Bullet Time
202957A0E6401544
20295274E6401544
Unlock All Difficulty/Level Select
204213E424020001
Have Idiot AI
203853C003E00008
203853C400000000
Have One Hit Kill
200C200090810003
200C200454200001
200C2008AC8000DC
200C200C080E14F0
200C201000000000
202779400C030800

MEDAL OF HONOR RISING SUN

Master Code
9030B7940C0C2CDA
Unlimited Health
200C20003C0142C8
200C200403E00008
200C2008AC610014
201E027C08030800
Unlimited Ammunition
2025067C24013634
Have All Medals
2010BF50FFFFFFFF
Unlock All Levels
2010BF54FFFFFFFF
Unlock All Valor In History
2010BF58FFFFFFFF
Unlock Storyboards
2010BF5CFFFFFFFF
Unlock All Bonus (In Options)
2010BF64FFFFFFFF

UNLOCK MOVIES:
Pearl Harbor
0010C4F200000001
Fall Of The Philippines
0010C4FA00000001
Midnight Raid On Guadalcanal
0010C50200000001
Pistol Pete Showdown
0010C50A00000001
Singapore Sling
0010C51200000001
In Search Of Yamashita's Gold
0010C52200000001
A Bridge On The River Kwai
0010C52A00000001
Supercarrier Sabotage
0010C53200000001

All Replay Items
203CBA2400000001
Bullet Shield
203CBA0400000001
Rubber Grenades
203CBA0C00000001
Men With Hats
203CBA0800000001
Always Sniper
203CB9F800000001
Invisible Soldiers
203CBA1C00000001
Perfectionist Mode
203CBA1800000001
Immortality
203CB9F000000001
Slow MOH
203CB9FC00000001

BALDUR'S GATE: DARK ALLIANCE

Master Code
F010000800207087
No Encumbrance
20298AA43F800000
Unlimited health
20298A24461C3C00
20298A28461C3C00
Unlimited Energy
20298A3C461C3C00
20298A40461C3C00
Unlimited Gold
20298A5C000F423F
Unlimited Skill Points
20298A6000000063

BATMAN RISE OF SIN TZU

Master Code
F01000080011F447
Unlimited Lives
202914C420100009
Unlimited Upgrade Points
202C93083C03000F
202C930C3463423F
Unlimited Smoke Bombs
2028BF5020020063
Unlimited Bronze Tokens (Token Will Say 0 But Will Allow You To Buy Things)
202A37A0200203E7
202A3278201103E7
Unlimited Silver Tokens (Token Will Say 0 But Will Allow You To Buy Things)
202A37D8200203E7
202A32A0201103E7
Unlimited Gold Tokens (Token Will Say 0 But Will Allow You To Buy Things)
202A3810200203E7
202A32C8201103E7
Unlimited White Tokens (Token Will Say 0 But Will Allow You To Buy Things)
202A3880200503E7
202A3318000003E7
Unlimited Green Tokens (Token Will Say 0 But Will Allow You To Buy Things)
202A3848200203E7
202A32F0201103E7

CHEAT!
OVER 12,000
PS2 CODES
IN OUR
A TO Z!

DANCE: UK

Master Code
F010000800172733
Best Star Rating
2011CB6C3C024120
Score X10
2011D72C24631388
Score 999,999,999
2011D72C28030000
2011D73000000000
200C00003C033B9A
200C00043463C9FF
200C0008ACC30000
200C000C080475CD

EYE TOY: PLAY

Master Code
F01576300011AC6F

BEAT FREAK:
Maximum Style Bar
204F86383F800000
Maximum Combo Counter
204F862400000063
Maximum Score
204F86200098967F

WISHI WASHI:
Freeze Timer
2032FCC000002300
Maximum Score
204D4A88000F423F

KEEP UPS:
Unlimited Time
201D46EC34020130
Unlimited Lives
204CC41000000003
Maximum Combo Keep Ups
204CC43C000F423F
Maximum Keep Ups
204CC438000F423F
Maximum Skill
204CC42C000F423F

UFO JUGGLER:
Unlimited Lives
21C0B8D000000003
Maximum Skill
204D28A4000F423F
Maximum Score
204D28AC000F423F
Maximum UFOs
204D28A0000F423F

SLAP STREAM:
Unlimited Lives
204E5C6000000003
Maximum Score
204E5C28000F423F
Maximum Skill
204E5C38000F423F

PLATE SPINNER:
Unlimited Lives
2194545000000003
Maximum Score
21945454497423F0

ROCKET RUMBLE:
Unlimited Audience Interest
202CBD943C0142C8
202CBD9844810000
Maximum Biggest Bang
204EA67C000F423F
Total Score
204EA64F000F423F
Rockets
204EA674000F423F

GHOST-HUNTER

Master Code
9044489C0C113EDF
Unlimited Health
202EEFA03C1342C8
202EEFA4AC5302D4
Unlimited Ammunition
202150C0242007B4
Unlimited Ghost Energy
20322FB800601023

GREGORY HORROR SHOW

Master Code
901912D00C0453B4
Unlimited Health
504505D000000004
004505D404041969

CONDITION:
Never Tired
004505EB00000000
Never Have A Headache
004505E800000000
Never Nervous
004505EA00000000
Never Confused
004505EC00000000
Never Melancholic
004505E900000000

BOOKS:
The Gunman #1
0045084200000001
The Gunman #2
0045084800000001
The Gunman #3
0045084E00000001
The Gunman #4
0045085400000001
The Gunman #5
0045085A00000001
Judgement Day #1
0045086000000001
Judgement Day #2
0045086600000001
Judgement Day #3
0045086C00000001
Judgement Day #4
0045087200000001
Judgement Day #5
0045087800000001
Spin The Wheel #1
0045087E00000001
Spin The Wheel #2
0045088400000001
Spin The Wheel #3
0045088A00000001
Spin The Wheel #4
0045089000000001
Me And My Dolly #1
0045089600000001
Me And My Dolly #2
0045089C00000001
Me And My Dolly #3
004508A200000001
Me And My Dolly #4
004508A800000001
Warped Time #1
004508AE00000001
Warped Time #2
004508B400000001
Warped Time #3
004508BA00000001
Brother's Lasso #1
004508C000000001
Brother's Lasso #2
004508C600000001
Brother's Lasso #3
004508CC00000001
I Hate Smoke #1
004508D200000001
I Hate Smoke #2
004508D800000001
Sick But Happy #1
004508DE00000001
Sick But Happy #2
004508E400000001
Syringe Monthly #1
004508EA00000001
Syringe Monthly #2
004508F000000001
Syringe Monthly #3
004508F600000001
Fish Life #1
004508FC00000001
Fish Life #2
0045090200000001
Fish Life #3
0045090800000001
Tough Choice #1
0045090E00000001
Tough Choice #2
0045091400000001
Blood Horoscope #1
0045091A00000001
Blood Horoscope #2
0045092000000001
Prison Of Hope #1
0045092600000001
Prison Of Hope #2
0045092C00000001
Gregory Exposed #1
0045093200000001
Gregory Exposed #2
0045093800000001
Gregory Exposed #3
0045093E00000001
Back In Time #1
0045094400000001
Back In Time #2
0045094A00000001
Back In Time #3
0045095000000001
Angel Photos #1
0045095600000001
Angel Photos #2
0045095C00000001
Guide To Poison #1
0045096200000001
Guide To Poison #2
0045096800000001

MANHUNT

Master Code
90130A840C04997A

UNLIMITED:
Health
20112CA4AFC20010
Stamina
201C0FC83C013F80
201C0FCCAC8106EC
Ammunition
2026680824013634
SCENE SELECTION:
Born Again
005E1F0400000001
Doorway Into Hell
005E1FB400000001
Road To Ruin
005E206400000001
White Trash
005E211400000001
Fuelled By Hate
005E21C400000001
Grounds For Assault
005E227400000001
Strapped For Cash
005E232400000001
View Of Innocence
005E23D400000001
Drunk Driving
005E248400000001
Graveyard Shift
005E253400000001
Mouth Of Madness
005E25E400000001
Doing Time
005E269400000001
Kill The Rabbit
005E274400000001
Divided They Fall
005E27F400000001
Press Coverage
005E28A400000001
Wrong Side Of The Tracks
005E295400000001
Trained To Kill
005E2A0400000001
Border Patrol
005E2AB400000001
Key Personnel
005E2B6400000001
Deliverance
005E2C1400000001

THE HELPING HAND

STUCK? THE HAND CAN HELP! BEST EFFORT WINS A PS2 GAME!

Stuck on a game? Found something great? Just want to chat? The Hand wants to hear from you! All of you.

E-MAIL CHEATZONE@FUTURENET.CO.UK
MAIL HELPING HAND, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW
FAX 01225 732275

EVERY LETTER WINS!!

Yep, every letter we publish will be sent an extra special prize – an Xploder cheats disc, courtesy of Blaze. This nifty piece of equipment is packed with all the latest cheats – all you have to do is whack it in your PS2 drive to access codes for big games like True Crime, FIFA 2004, Here Comes The Pain and Medal Of Honor.

BURN IN CEL

Dear Helping Hand,

Is it me or is *XIII* impossibly tricky? I'm ever so slowly working my way through it, but it's really, really hard. Don't get me wrong, I like a challenge, but the game seems to punish you for the tiniest of errors, or, even worse, punish you for making no errors whatsoever. Speaking of which: how the hell do I get out of Plain Rock Asylum Part 1? I've got to the part with the big room full of snipers, but every time they either kill me or leave me critically low on health. Any ideas?

STUART MASTERTON VIA EMAIL

Oh, *this* bit. Bleurgh. Have to confess, *XIII* had my irritable bowel playing up almost from the moment I woke up in that ruddy hut at the start of the game where ol' red gets machine gunned. Sure, it's bloody good too, but with the good comes the vein-poppingly, arse-puckeringly bad. A bit like Mr Kipling pastries. For every mince pie, there's always got to be a cherry bakewell stinking the place up.

1. Er, anyway, Plain Rock Asylum Part 1. This one's a bit of a stinker unless you ignore the guards on the ground and just head straight for the doors on either side of the big circular room. There's a Medikit in one, and a Sniper Rifle and some ammo in the other. Go right first of all – that's where the Medikit is. Once you've healthed up, it's straight across to the other one to arm yourself with a Sniper Rifle. It's here that things get real nice and bloody.

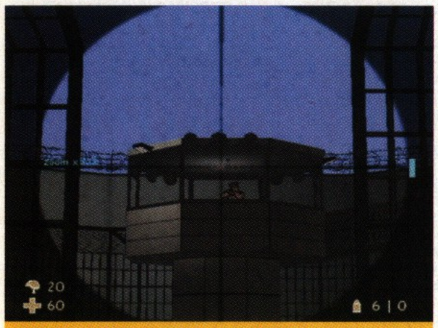
2. The guards will rush you. Stay inside the room and plug them with a regular pistol. Now edge out, with the Sniper Rifle facing up, and you'll see guards lining the first – and occasionally second – levels of the room. Use the zoom to take them out. Be careful, though: sometimes there are two guards and sometimes there are three.

3. It gets tougher after this: head through the door and up the lift, and you'll encounter more guards. These have shotguns, so if you're low on health, it could be a hard luck story. The best tactic is to stay in the lift, zoom in with the Sniper Rifle and take out the first guard. A second will come running in then, but won't shoot until he's close, so as he's running towards you, plug him in the head. Bingo.

4. Sometimes there's a third guard that rushes you, and sometimes that's it. If a third guard doesn't come running in, get out of the lift and use the Sniper Rifle to zoom across to the watchtower opposite. There's two other guards here. They might not immediately appear, but if you look closely enough, you should be able to kill them.

5. Once they're done, there's only a short hop to the door on the far left hand side. Be warned! There's a guard that hides behind the door. Shotgun him. Done? Now exit.

Strewth. That's a toughie and no mistake. By the time you've died and had to replay the Spads Camp parts one, two and three a hundred times, mind, you'll be pining for the good old snipers of the mental asylum.

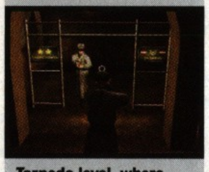


Dark tower: Once you've negotiated the circular room, you take the lift up to this welcome party...

SNIPPETS

THAT'LL HIT THE SPOT

Dear Helping Hand,
Don't know whether anyone's still playing the excellent *Hitman 2* out there, but I notice it's just been released for 20 quid, so I thought I'd share a top tip I've discovered while playing my way through it – twice. On the Tubeway Torpedo level, where you have to rescue your compadre from the iron grip of the general, there's another cracking way of completing the level (apart from aiming through the glass and shooting him in the head). Go to the door of the interrogation room. It's locked, right? Right. Well, try dropping the pager just outside it. Now hide out of sight and press R1. This is your phone. It will start the pager buzzing, and the noise from it will attract the attention of the general! He'll even come out to see what it is, then return to the room... leaving the door unlocked. Now you can enter the interrogation room through the previously locked door and shoot him this way.



★ RICHARD MCRAE, HULL

KART ATTACK

Dear Helping Hand,
I've found a Go-Kart in *The Getaway*! Want to know where it is. Well, I'll, er, let you

➔

4
0
Kamehameha

Gotenks for the memories: Gotenks is the man if you want to dispatch Evil Buu with relative ease.

DRAGON ON A BIT

Dear Helping Hand,

Don't suppose you've got any good tips for dealing with Evil Buu on *Dragonball Z: Budokai 2*? I'm doing alright in the game, but seem to be struggling here.

MICHAEL YATTON STOKE-ON-TRENT

Ah, *Dragonball*. I always get mixed up between this and my favourite movie, *Dragon versus Vampire*, featuring well-known Hong Kong character actor, Elton Chong, but I'm pretty sure I've got the solution just down h'yar. Yep, here it is: first up, there's no reason for Goku or Piccolo to get involved, so get straight in on the attack with the kids' fused form – Gotenks. At the start, hit P+K+G twice to change into your Super Saiyan 3 form with long hair, and you shouldn't have too much trouble. Buu blocks and side-shifts constantly, so don't bother with dashing attacks – just hit him with short combos. This has the bonus effect of draining his Ki, which means he can't pull off his bigger Ultimate moves. If he lets his guard down chain-hit him with the Kamehameha or Spirit Blast, and you'll win.

DESERT STRUCK

Dear Helping Hand,

Right, here's the problem, then: I've been through the sewers on Mission 3 of *Conflict: Desert Storm 2*, and have destroyed the gunship. But, unfortunately, I don't know what the hell I'm supposed to do next.

MATT ROUTLEDGE BRISTOL

Yeah, this whole game's a bit of a pain. I mean, there's hard and then there's hard, and this is definitely, er, hard. Anyway, here's the intelligence you're probably after...

STAR LETTER

IN ASSOCIATION WITH
XPLODER

Every month, the winner of the Star Letter will recieve an Xploder cheats disc from Blaze, and a game of their choice!

CHEATMASTER
TOMB RAIDER
THE SIMS
BLAZE

BORN TO KILL
OPTIONS
REPLAY
Controller Layout
Controller Options
HUD Options
Audio
Difficulty
Passwords
Bonus
Multiplayer Options
Online Options
Save Profile
CHANGE
CONFIRM

Thousand yard stare: And that's got nothing to do with war. But at least old Steve can console himself with 2004's *Rising Sun 2*.

NO HONOR

Dear Helping Hand,
Does anyone else think *Medal Of Honor: Rising Sun* is really, really disappointing? I loved the other *MOH* games, but this one starts out brilliantly, gets better, then suddenly ends. How long did it take you lot to complete it? I reckon I must have finished the game in under six hours, and that was with a couple of poor errors chucked in for bad measure. The previous games were huge and very, very difficult – this one's small and very, very easy. What's going on?
FRANCIS BALE VIA EMAIL

Good question. Steve 'I love war… no, I mean really, *really* love it' Cunningsworth ain't no great shakes in the gaming department, despite his claims, and he polished it off without even breaking into his customary, security-guard-watching-me-while-I-wander-round-Dixons sweat. In fact, looking over his shoulder, we half-expected there to be a second 'part' to it, opening up all-new missions in the Pacific. But no. That was it. Job done. Finished. Finito. For a game that's only the latest in a series that is traditionally huge, and traditionally bloody brilliant, *Rising Sun* – despite moments of undoubted genius – saddles up looking like the victim of a nasty case of trenchfoot. Disappointing indeed. (Er, but be sure to check out our guide on page 32, eh?)

21.30m
BRADLEY
FOLEY
CONNORS
JONES
RELOAD
4/70

Beard science: Bring out Foley's Sniper Rifle and give this bearded mercenary the time of his life…

1. Keep following the Sergeant and when you reach the base, have Bradley and Connors man the Machine Guns. Okay? Right, position laughing boy Foley round the corner at the window next to the door (that will lead out to the helicopter landing site) and take control of Jones. Grab the Anti-Tank Rocket Launcher from the base, but leave the Sniper Rifle for Foley and the Machine Gun for one of your other troops. Right, that's everything set up.
2. When all hell breaks loose and the helicopter door opens, send Jones onto the battlefield and go left around the outside of the base. Up in the top-right corner of the battlefield you should see a crumbled wall with tank tracks leading out of it. Plant an Anti-Tank Mine on these tracks close to the wall, then equip the Anti-Tank Rocket Launcher and head down the opposite end of the battlefield to intercept the first tank that appears.
3. Now, if all's gone according to plan, the Mine should take out the second tank, just leaving a third, which will emerge directly opposite the base between the first two tanks. Use an Anti-Tank Rocket to take it out then help your comrades pick off the various enemies that attack.
4. Once the chopper has been safely evacuated, you must continue holding the base for a few minutes until further orders filter through. This is tough – but stick at it. Eventually the order will be given to evacuate, so round up your troops and approach the large metal gate behind the base (check your map for the exact location of this). As you approach, your allies will blow it up, enabling you to get out and meet the convoy. Job, as they say, done.

I AM THE POOR

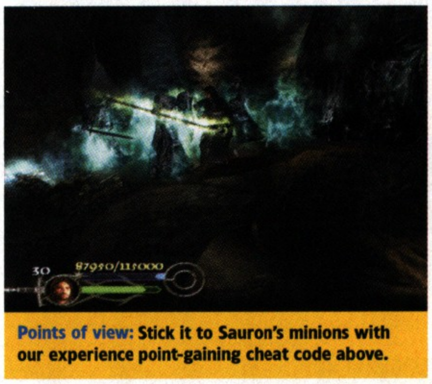
Dear Helping Hand,
Hate to admit it, but I seem incapable of killing the vampires on the first level of *Judge Dredd: Dredd vs Death*. I've not included my name for fear of ridicule.
MR X VIA EMAIL

What a freaking loser. That's what you'll be screaming at the screen as you carve those vampires to bloody chunks with the aid of armour-piercing bullets. Yup, there's a simple solution to your undead problem: switch Dredd's Lawgiver to armour-piercers, keep moving further and further away (in case they leap at you) and fire. And keep on firing. Be careful, though: the bullets are so powerful, they'll pummel right through the vamps and hit pedestrians. And the game won't go much on that.

SARUMAN, OH MAN

Dear Helping Hand,
I'm sick to the back teeth of *Lord of the Rings: Return of the King*. Have you got any cheat codes there?
RYAN MONTGOMERY HARROW

The Hand doesn't normally give out cheat codes, but seeing as *Rings* is riding so high in the charts, here's how to get Aragorn 1,000 extra experience points: pause the game, hold R1, R2, L1, L2 and enter ↑, ⊡, △, ⊗.



Points of view: Stick it to Sauron's minions with our experience point-gaining cheat code above.

SNIPPETS

➔ know, if you like. Best bet is to head to the end of Bayswater Road at A-8 and then head south from there to A-9. As you're facing west (and, as a result, off the map) you'll see a driveway in the large wall leading to the left. Got it? Now follow it and you'll be lead to a mansion. The Go-Kart is inside the garage near to where the Skyline and TVR Cerbera are parked. Once inside the garage, you might also want to check around the corner for the Lotus M250.

★ EDWARD HUNTER, ALTRINCHAM

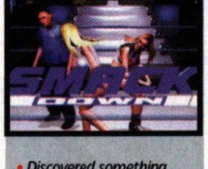
CUT OUT AND KEIB

Dear Helping Hand,
Been playing *Here Comes The Pain* for weeks and wondered whether you might like to know Stacy Keibler's finishing moves seeing as though you didn't have a moves list in your guide last issue, and Stacy also ranked number one in your charts of divas last issue. Remember, in order for them to work, your opponent needs to be groggy/knackered out…

SPECIALS
Rico Spinning Kick:
L1
Women's Special Slap:
Any Direction + L1

WEAPON SPECIALS
DDT:
L1
DDT:
Any Direction + L1

COMBINATION SPECIALS
Woman's Elbow Smash:
⊗



- *Discovered something brilliant in the game you're playing? Then share it with the world in our Snippets section by emailing us or writing to us. We will print the best ones every issue.*

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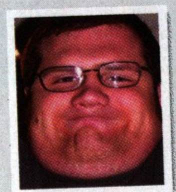
PlayStation®2 Official magazine-UK

ISSUE 43 ON SALE 22 JANUARY

ASK US!

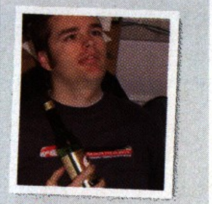
We get paid to play games. So we can answer any question you've got. Easy.

MATT CUNDY
Cundalf's crazy in love with games. Loves action, loves adventure, loves *NBA Street*. Also loves his medieval fringe.



TOM MAYO
A big hulking bear of a brute whose knowledge of RPGs and wrestling is as broad as his vast Neanderthal brow.

STEVE C.
Caresses his pad in front of the mirror while quietly chanting 'I'm the best'. Finds *PES*, guns and Tony Hawk arousing.



TIM WEAVER
The Mighty Overseer shies away from no game. From *Finding Nemo* to *Manhunt*, he's battered the lot.

CONTACT US: **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW

Bromley accused: To blow up the German Officer's car, throw the Caltrops when the message appears.

SUNNY DELIGHT

I'm playing *MOH: Rising Sun* and am stuck on the Singapore Sling level where you have to ambush a car. A soldier has given me some Caltrops to throw at the car, but after he's given them to me he stands at the bottom of the stairs and I can't get past him to where the car appears from. I've tried everything, but I can't get past him. Am I doing something wrong or is this a glitch with the game?
ANTHONY PATTING HERTS

STEVE SAYS...

Lucky for you, Anthony, I'm the best at *MOH: Rising Sun*, which you would realise if you'd consulted my excellent walkthrough in our last issue. Still, I'm a nice guy, so I'm happy to help you out. When Bromley (that's the soldier) gives you the Caltrops (that's the sharp thing), you don't need to climb the stairs that he's blocking – at least not yet. Instead, stay where you are and when the on-screen message prompts you to throw the Caltrops, do so by pressing ⊗. As if by magic, the car crashes and you can go up to the wreckage and grab the German Uniform. Now get on with the task in hand and stick it right up the Japs like a real man. ■

SPOTTED DOGS

Please help! I've collected nearly all the Dalmatians in *Kingdom Hearts* – which is a brilliant game – but am missing numbers 70, 71 and 72. I promise to always buy your magazine if you tell me where they are.
TOM MILLER MERSEYSIDE

TOM SAYS...

Promises aren't necessary, Tom, although cash bribes are welcome. The puppies you're after are in Halloween Town's Guillotine Square and you need the High Jump, Glide or Super Glide abilities before you can get them. In the square is a big pumpkin – High Jump to one of the nearby rooftops and then Glide through the pumpkin's mouth. Inside you'll find two chests, one of which holds the dalmatians. Would you like to see my puppies? ■

PRIMAL SCREAM

Having been stuck on *Primal* for quite some time, I'm forced to seek your help. I'm trying to get into the Necropolis in Solum, but I can't open the door. Scree possesses the statue, but nothing happens when I turn the statue's head towards the door. I successfully opened the Great Temple door by possessing a statue and can't understand what I'm doing wrong now. It's got me well and truly stumped and quite frustrated!
MR R. BUTCHER VIA EMAIL

MATT SAYS...

You need to light a fire in the base of the statue so that light comes from the statue's eyes (the statue outside the Great Temple already had a fire lit in its base). You can find a torch on the path that leads back to the Burial Grounds. Now you can possess the statue and shine the light on the Necropolis door. However, the door still won't open until you put a lens in the, er, door. You'll have to return to the Burial Grounds and speak to the Ferai shaman to get the lens. Once the lens is in the door, Scree can possess the statue and shine the light on the door to open it. Easy when you know how. ■

Primal order: Don't forget that Scree must have enough lodestones before he can possess a statue.

XXX-PLANATION

I have a question regarding *BMX XXX*. And no, I like BMX games so I'm not just a perve. One of the challenges on the first level (The Bronx, NYC) says that I have to ghost ride into a fruit booter. I know how to ghost ride, but I have absolutely no idea what a fruit booter is. Do you have any idea what it is?
SIMON FALKES NORFOLK

TIM SAYS...

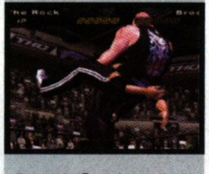
With my extensive knowledge of street yang I can answer this question without even needing to play. A fruit booter is another term for an in-line skater, so I'd imagine that there's one nearby when you're given the challenge. The term is probably derived from the shape of a roller blade, which is a bit like a banana. Only not really. Anyway, that concludes today's lesson. ■

STUFF WE KNOW

TOM SAYS...

Fancy performing a classic Rock sequence (you'll need two SmackDown! icons, minimum) in *HCTP*? Here's how:

1 The move that starts it is from signature grapple (← ◎), and isn't a move as such, more a little dramatic confrontation.



Press ↑ ◎ to have the Rock remonstrate with his opponent, try to walk away, only for them to grab his shoulder. Instantly, he turns around, slaps their hand away, and...

2 Rock Bottom! Rock Bottom! Rock Bottom! Quickly tap L1 as step 1 resolves, and you'll go straight into the first of The Rock's two trademark moves. But that's not all. Oh no. If you've got three Smackdown! icons you can press ← ◎ by their prone upper body to initiate another set piece which can lead into another Rock Bottom, but it's optional.

3 Pick them up by tapping ◎, then press ◎ and towards the ropes to whip them towards it. As they run back at you, tap ◎ again for a Spinebuster that leaves you standing by their head, perfectly placed for the People's Elbow (L1)! You might want to try three People's Elbows in a row, just to see how The Rock handles not being able to throw his right elbow pad into the crowd more than once. Clever.

Jump start: Dodge the lightning strikes on the Thunder Plains and win yourself some nifty prizes.

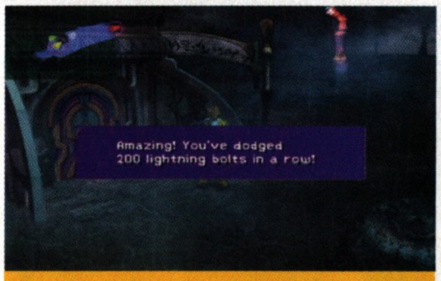
GREAT BIG ONION

I've slowly been playing through *Final Fantasy X* and am thoroughly enjoying it. I would like to know if there is any point to dodging the lightning strikes on the Thunder Plains. I dodged a few bolts and was given some X-Potions, but soon got bored. Is there any point spending time dodging a few more?
RICHARD BANKS VIA EMAIL

TOM SAYS...

The main incentive to dodging lightning on Thunder Plains is that if you consecutively dodge 200 bolts you are awarded the Venus Sigil, which is an essential item if you want to create Lulu's ultimate weapon – the Onion Knight. However, this can take about an hour of dodging and can be quite tedious. If by 'quite' you mean 'buttock-endangeringly'. Certain areas on Thunder Plains have a more frequent rate of lightning strike and finding a good area can make it a much easier task. One area that's particularly reliable is immediately north of Rin's shop. It's also a good idea to wait until you can find/customise a weapon with the No Encounter status before attempting the marathon lightning dodge. Besides the Venus Sigil, you are also awarded various other prizes: 5 dodges gives X-Potion x2; 10 dodges gives Mega Potion x2; 20 dodges gives MP Sphere x2; 50 dodges gives Strength Sphere x3; 100 dodges gives HP Sphere x3; 150 dodges gives Megalixir x4.

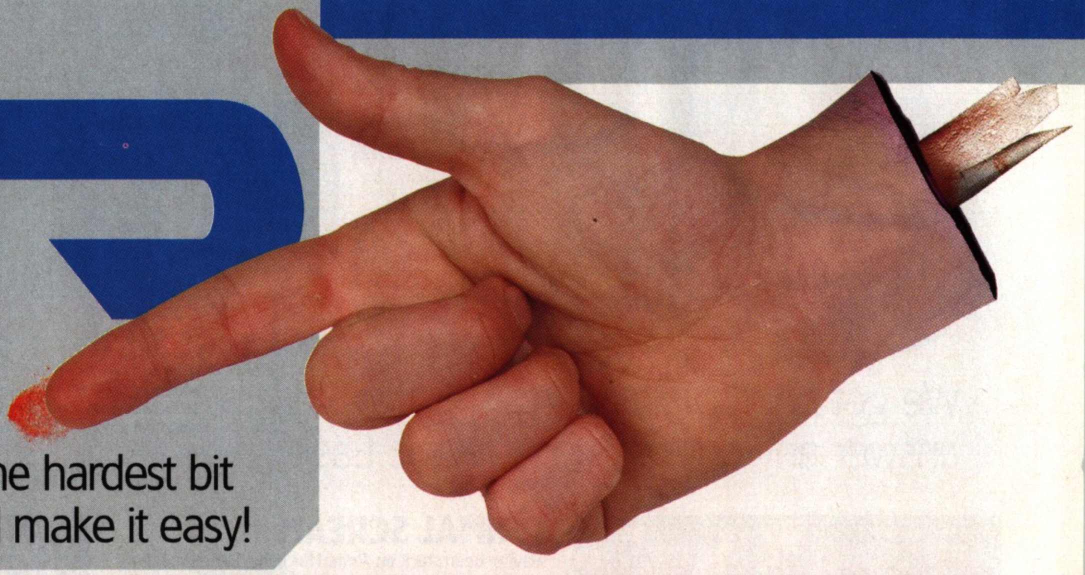
Happy dodging! ■



Amazing! You've dodged 200 lightning bolts in a row!

A few hours later...: Dodge 200 bolts in a row and the Venus Sigil is yours. Tedious, but worthwhile.

FINGER TIP

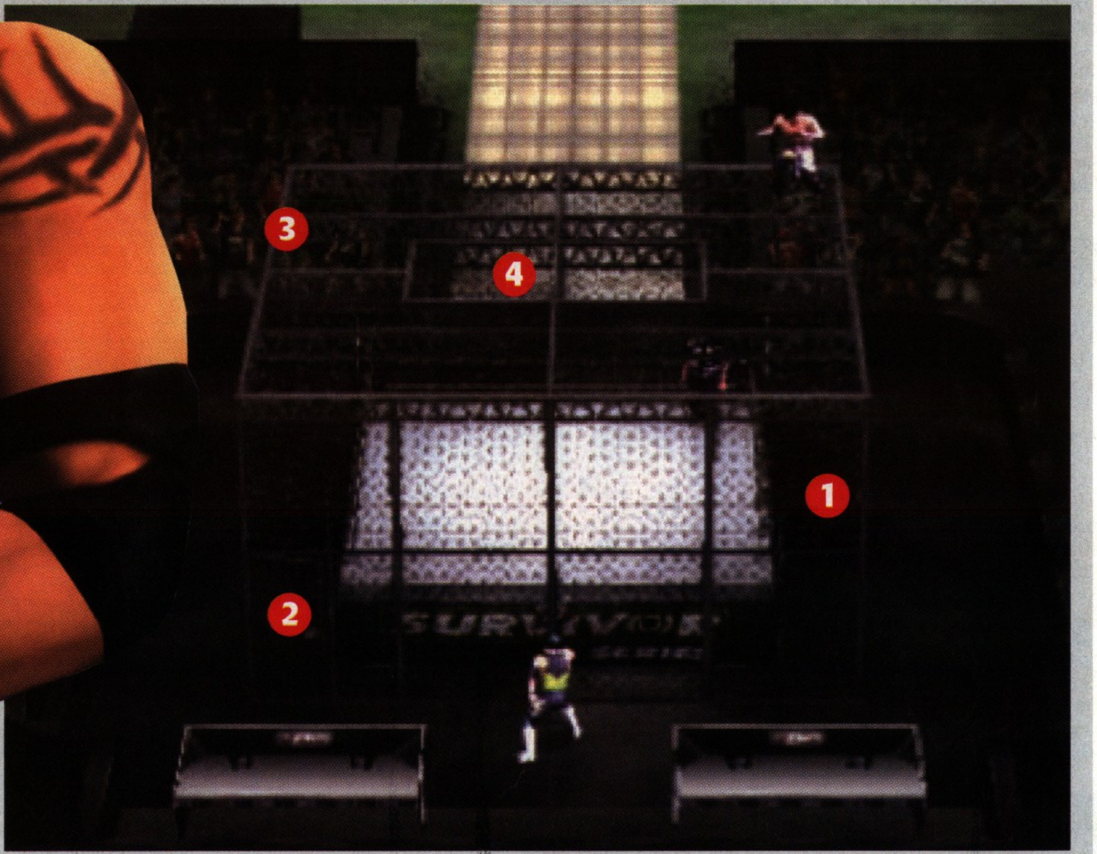


Here we take through the hardest bit a game has to offer and make it easy!

LAY THE SMACKDOWN ON EVERYONE!

HELL IN THE CELL

At least you can bust your way out of this one...



1 Get between the ring and the cage wall, and perform an Irish Whip in any of the four main directions. This will, instead, execute a context-specific move, usually involving their face, the steel wall, and lots of blood.

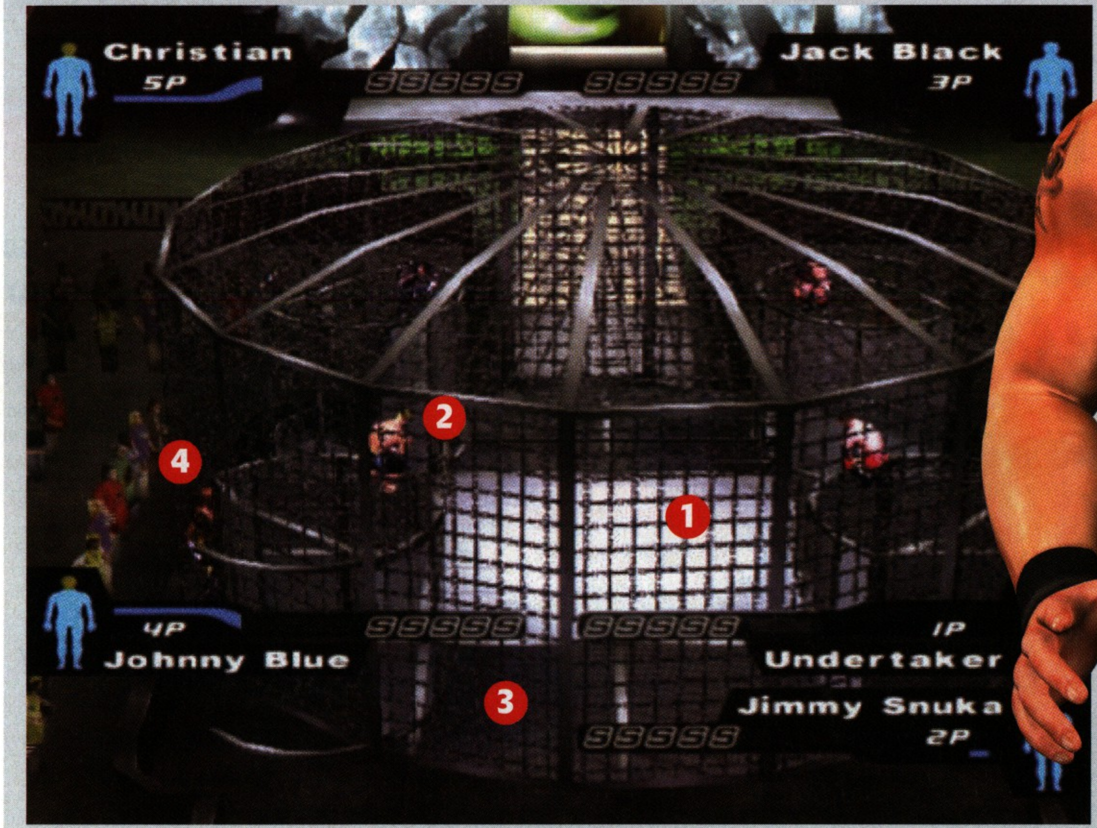
2 Bust through the door here using ↓ ⊡/↓ △, and either run through or use ⊡, and you're free! The most immediate weapons available to you are the two announce tables, through which you can smash your hapless opponent.

3 After climbing up the wall (with surprising speed), manouevre yourself so that your opponent is between you and the edge, use a couple of strikes to unbalance them, and press ◎/any direction and ◎ to use your "top of the cell' move.

4 The panels right in the centre of the cell roof are vulnerable to impact. Use two moves that slam them directly down into it, and you'll both crash through. It's pretty much a guaranteed win – as long as they don't counter!

ELIMINATION CHAMBER

You and five people intent on kicking your arse, locked in a steel chamber. Just the kind of odds we like...

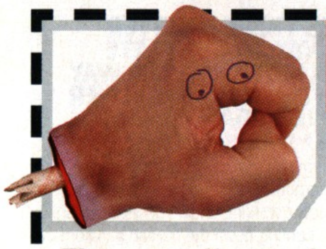


1 Run up to any of the walls, press towards it and ⓑ and you will scamper up it like a brawny monkey. A brawney, perhaps. Or a monkey. You can go side to side as well as up and down, and ⊗ launches you into a suicidal aerial attack. It's a last resort manouevre, because you usually miss.

2 Press towards the turnbuckle and ⓐ when nearby to hop on top, then diagonally towards the pod and ⓑ to climb on top. You can't move, only crouch in preparation for an aerial attack, or clamber down with ⓑ. You'll be pleased to know that it is possible to trigger an aerial SmackDown! finisher.

3 When you're fighting outside the ring, use any direction and ◎ to Irish Whip them towards the nearest pod wall. The glass/perspex will shatter, causing them damage and possibly even "busting them wide open!" Don't worry if it doesn't work first time, they'll be stunned and you can try again.

4 Irish Whip them into the wall and it will knock them out for a second. If you're really close range, you'll automatically grind their mush against the steel chain-link wall, turning it... well, to mush. This is another surefire way of bloodying their face, if you're dead keen on doing so. Sicko.



THE HAND CAN HELP YOU!

Stuck on a specific part of a game? Can't get any further? Then fret no more!

Just fill in the form below, put in as much detail as you can about the problems you've come up against and we'll solve your problem, no questions asked.

The game I'm stuck on is... ____________________

And this is what's popping my veins... ____________________

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Address ____________________

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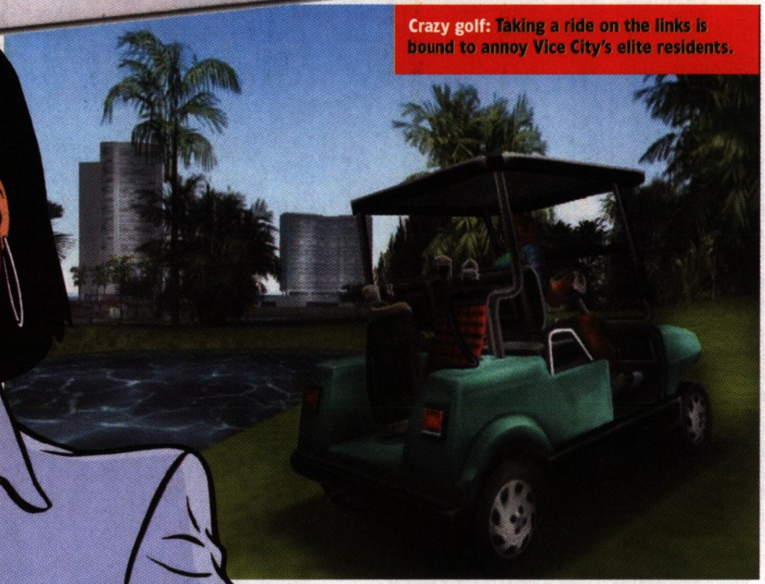


Crazy golf: Taking a ride on the links is bound to annoy Vice City's elite residents.

Q1 I KNOW IT'S QUITE EARLY ON, BUT THE RIOT MISSION IS ANNOYINGLY CHAOTIC, AND I KEEP DYING. PLEASE HELP!

TIM STOAT VIA EMAIL

There's a fairly simple way of completing the mission with minimal damage to yourself, and minimal running around. After getting the appropriate outfit, stick to the back of the crowd of workers and start smacking them with baseball bats. This is where you get a lot of rather unwelcome attention, so be quick. As long as you stay back, you should avoid the rush when they run at the gate. Weave your way through carefully, target the armed guard when required, and shoot him. Get into the truck on your left, and park it right between the other two. Get out, walk away from them, turn back and shoot the red barrel to take all three trucks out. Pick up any cash and ammo lying around, and slip quietly away.

Q2 I DON'T KNOW IF THIS IS A BUG, OR A GLITCH, OR JUST SOMETHING I'M DOING WRONG, BUT WHEN I DO THE FASTEST BOAT MISSION, THE BOATYARD DOORS ARE LOCKED AND I CAN'T GET TO THE SWITCH THAT DROPS THE BOAT INTO THE WATER!

19:11
$000000498
090

In the dock: If you want to drop the boat why not use the chopper to help you?

CHEECH VIA EMAIL

This is a fairly commonly reported bug, and luckily there are a number of ways to get around it. Sometimes it happens, sometimes it doesn't, and if reloading doesn't solve your problem, try one of the following. If you want to get fancy, land a helicopter on the boat, get out of the chopper and into the boat and it will drop from its cradle into the water. If you don't have a chopper, or can't be bothered getting one, try simply getting behind the boat's cage, as close as possible, and pressing Ⓐ to get into it.

Q3 THAT COPLAND MISSION IS ABSOLUTELY IMPOSSIBLE, I SWEAR. I CHALLENGE YOU TO HELP ME COMPLETE IT.

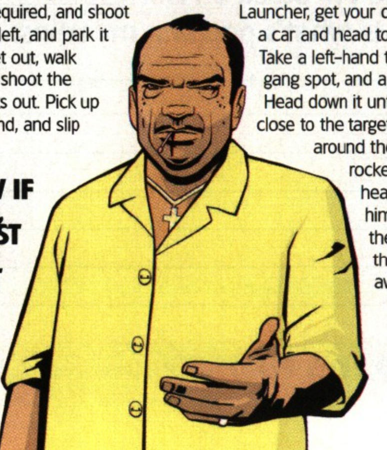
BARRY DINGWALL VIA EMAIL

Challenge accepted, young sir. The most important thing to remember about this mission is that there's no time limit, so after accepting it you have as much time as you like to set yourself up for that crucial quick getaway. There are two main ways to get the heat off you once you've planted that darn bomb. The first is to park a really quick car right next to the entrance, memorise the route to the nearest Pay N Spray, and burn rubber to it. The second is even safer, potentially, and involves simply parking a helicopter on the grass outside the mall and flying back to your mansion, and freedom. As a side note, there's a police bribe pick-up just outside the mall, which can help make life than little bit easier.

Q4 IS THERE A BETTER WAY TO COMPLETE TWO BIT HIT THAN THE WAY I'M TRYING OVER AND OVER AND OVER AGAIN?

CHESNEY VIA EMAIL

Well, you don't say exactly how you're trying it, so offering alternatives is immediately going to be tricky. However, working under the assumption that you're hunting down the Haitian ganglord in his hearse, try this: get yourself a Rocket Launcher, get your disguise, then get a car and head to the target area. Take a left-hand turn before the gang spot, and a right into the alley. Head down it until you get really close to the target, pop your head around the corner and let two rockets loose at the hearse, wiping it, and him, out. Get back into the car asap, return to the street and speed away. Easy.



Q5 CAN YOU EXPLAIN THE WHOLE ASSETS THING TO ME? I DON'T UNDERSTAND!

Certainly – it's a new feature to the series, and a good way of making money, but you have to shell out a fair bit in the first place, of course. Last but not least, buying up properties is the only way to get access to the last missions.

BOATYARD

COST: $10,000
Revenue: Complete the mission Checkpoint Charlie for a maximum of $2,000 a day.
Extras: Free speedboats

CHERRY POPPER ICE CREAM FACTORY

COST: $20,000
Revenue: Complete the mission Distribution for a maximum of $3,000 a day.
Extras: Ice Cream delivery missions

KAUFMAN CABS

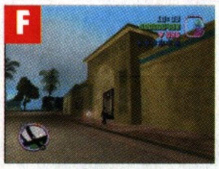
COST: £40,000
Revenue: Up to £5,000 a day
Extras: Three Kaufman Cabs missions

CAR SHOWROOM

COST: $50,000
Revenue: Up to £9,000 a day
Extras: Pay N Spray, Save House, four garages, and VC Racer missions. Keep getting cars on the list and you'll get a new car each time you complete a list, bumping up your revenue.

PRINT WORKS

COST: £70,000
Revenue: You have to complete the missions here to allow the main storyline to progress. After doing so, you'll get up to $8,000 a day.
Extras: The afore-mentioned missions.



FILM STUDIO

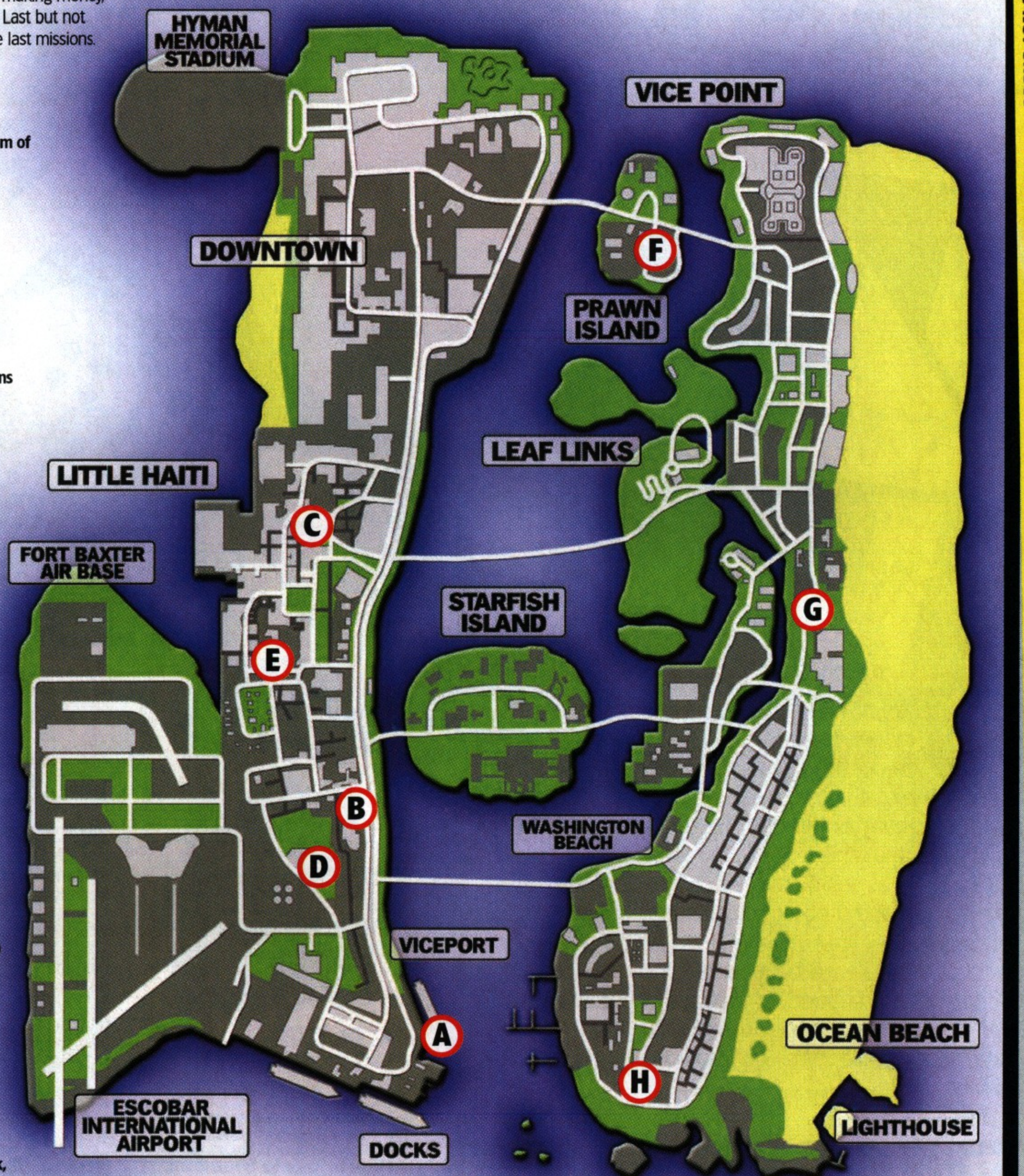
COST: $60,000
Revenue: Complete the missions to get up to $7,000 a day.
Extras: After you've owned the Film Studio for more than a week, you can get free access to the seaplane.

THE MALIBU

COST: $120,000
Revenue: Up to $10,000 a day
Extras: Bonus missions

POLE POSITION

COST: $30,000
(plus another $600 for maximum revenue)
Revenue: Up to $4,000 a day, after spending at least six minutes in the back room watching the stripper dance and paying around $600 for the pleasure.


HYMAN MEMORIAL STADIUM
VICE POINT
DOWNTOWN
F
PRAWN ISLAND
LEAF LINKS
LITTLE HAITI
C
FORT BAXTER AIR BASE
STARFISH ISLAND
G
E
B
WASHINGTON BEACH
D
VICEPORT
A
OCEAN BEACH
H
ESCOBAR INTERNATIONAL AIRPORT
DOCKS
LIGHTHOUSE

☞CUT THIS OUT AND SEND IT IN!

I'M STUCK ON GTA

MY QUESTION IS...

ADDRESS OVERLEAF...

WIN PS2 GAMES!

CHALLENGE ZONE

GET IN THE ZONE. DEFEAT THE OPPOSITION. BE THE BEST. BRAG TO YOUR MATES.

We all reckon we're pretty hot stuff when it comes to games, but have *you* got the mettle to cut the Colemans? Well, now's the time to find out. Here's the deal: we've got five challenges. Try your hand at as many as you fancy. Record (see 'How to Record on VHS' on the other page there) or photograph (pic of high score or time as appropriate) the evidence of your amazing achievement and send it to the address at the bottom of the opposite page. If your score kicks ass, you'll make the appropriate Challenge leader board(s) and maybe claim a position on the hallowed Game Gods league table. ***Every month the three best performers will win a PS2 game.*** Fancy your chances? Well, quit reading and get playing! ■

STAR PLAYER

YOUR
FACE
HERE

A. PLAYER

THE THIRD PLACE

Want to see your superior gaming head appear in that space? Each month the best entrant will have their head stuck in the void above here. Remember – we all love a winner. Unless, it's Michael Winner. So: *remember to send us in a photo along with your top score!*

GAME #2 SSX 3

TAKE IT TO THE MAX AND SCORE MUCHOS BIG!

WHAT WE WANT YOU TO DO...
Go Uber loopy and get an absolutely mind melting score on R&B – Slopestyle, Peak 1, Freestyle Race 1. ■

LEADER BOARD

1	**FIRST RESULTS NEXT ISH!** 000,000 (10 PTS)
2	**FIRST RESULTS NEXT ISH!** 000,000 (07 PTS)
3	**FIRST RESULTS NEXT ISH!** 000,000 (05 PTS)
4	**FIRST RESULTS NEXT ISH!** 000,000 (04 PTS)
5	**FIRST RESULTS NEXT ISH!** 000,000 (03 PTS)

SMACKDOWN!

GAME #1 HERE COMES THE PAIN

HOW LONG CAN YOU SURVIVE THE SLOBBER KNOCKER?

WHAT WE WANT YOU TO DO...
Enter a Slobber Knocker Anywhere with any wrestler and send us your finishing time (completed or not). ■

LEADER BOARD

1	**FIRST RESULTS NEXT ISH!** 0'00 (10 PTS)
2	**FIRST RESULTS NEXT ISH!** 0'00 (07 PTS)
3	**FIRST RESULTS NEXT ISH!** 0'00 (05 PTS)
4	**FIRST RESULTS NEXT ISH!** 0'00 (04 PTS)
5	**FIRST RESULTS NEXT ISH!** 0'00 (03 PTS)

PLAYABLE PRIZES!!!

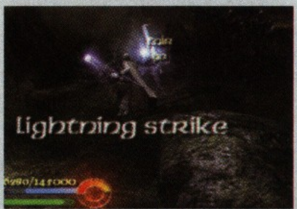
EVERY MONTH THE THREE BEST PERFORMERS WIN A GAME. BACK OF THE NET!

LOTR: RETURN OF THE KING

GAME #3

FANCY A SPELL AS THE KING OF THE RING. WELL, STICK IT TO ARMIES OF ORCS IN OUR CHALLENGE...

WHAT WE WANT YOU TO DO...
Bag a magically high score on The Road To Isengard level. You can play as any character you like. ■



LEADER BOARD

1	**FIRST RESULTS NEXT ISH!** 000,000 (10 PTS)
2	**FIRST RESULTS NEXT ISH!** 000,000 (07 PTS)
3	**FIRST RESULTS NEXT ISH!** 000,000 (05 PTS)
4	**FIRST RESULTS NEXT ISH!** 000,000 (04 PTS)
5	**FIRST RESULTS NEXT ISH!** 000,000 (03 PTS)

GAME #4 SOUL CALIBUR II

HAVE YOU GOT THE CALIBRE OF A REAL CHAMP?

WHAT WE WANT YOU TO DO... Play as any character in No Recovery (Extra Mode). Prove to us how many opponents you manage to defeat.

LEADER BOARD

1	**FIRST RESULTS NEXT ISH!** 0 (10 PTS)
2	**FIRST RESULTS NEXT ISH!** 0 (07 PTS)
3	**FIRST RESULTS NEXT ISH!** 0 (05 PTS)
4	**FIRST RESULTS NEXT ISH!** 0 (04 PTS)
5	**FIRST RESULTS NEXT ISH!** 0 (03 PTS)

GAME #5 GTA: VICE CITY

PUT THE PEDAL TO THE METAL AND BURN IT, BABY!

WHAT WE WANT YOU TO DO... Drive from Ocean Beach Hotel to the Hyman Stadium as fast as you can. Use any car/bike, but no cheats!

LEADER BOARD

1	**FIRST RESULTS NEXT ISH!** 0'00 (10 PTS)
2	**FIRST RESULTS NEXT ISH!** 0'00 (07 PTS)
3	**FIRST RESULTS NEXT ISH!** 0'00 (05 PTS)
4	**FIRST RESULTS NEXT ISH!** 0'00 (04 PTS)
5	**FIRST RESULTS NEXT ISH!** 0'00 (03 PTS)

HOW TO RECORD ON VHS

Attach your PS2 lead to the PS2 and then the fat end to back of the video using either SCART (like the one above) or alternatively...

... Composite leads, like these. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.

DAVE BLOKE
TIMESPL

Once you've played and recorded the challenge, write your details on the vid, fill in (or photocopy) the form below, and send it into us...

Oh, and don't forget to send us a beautiful picture of yourself because we'll be showing the best performer each month and crowning them with the accolade of 'Star Player'. Imagine the kudos. It could be you...

GAME GODS

GET ENOUGH POINTS ON THE LEADERBOARD AND YOUR NAME COULD BE UP HERE TOO.

1	**YOUR NAME HERE?**	? POINTS
2	**YOUR NAME HERE?**	? POINTS
3	**YOUR NAME HERE?**	? POINTS
4	**YOUR NAME HERE?**	? POINTS
5	**YOUR NAME HERE?**	? POINTS
6	**YOUR NAME HERE?**	? POINTS
7	**YOUR NAME HERE?**	? POINTS
8	**YOUR NAME HERE?**	? POINTS
9	**YOUR NAME HERE?**	? POINTS
10	**YOUR NAME HERE?**	? POINTS
11	**YOUR NAME HERE?**	? POINTS
12	**YOUR NAME HERE?**	? POINTS
13	**YOUR NAME HERE?**	? POINTS
14	**YOUR NAME HERE?**	? POINTS
15	**YOUR NAME HERE?**	? POINTS

HOW THE GAME GODS POINT SYSTEM WORKS

It's simple. Accumulate points on the challenge leaderboards (1, 2, 3, 4, or 5) to earn a position on the Game Gods league table. Points are dished out according to achieved positions on the challenge leaderboards like so: 1st = 10pts • 2nd = 7pts • 3rd = 5pts • 4th = 4pts • 5th =3pts • Players that miss out on a leaderboard ranking are still awarded a single point, so you'll still have a chance of appearing in the Game Gods league table. So, are you a Game God or a Game Dog...?

DEAL ME IN – I'M UP FOR THE CHALLENGE!

(AND, IF I'M BEING HONEST, I QUITE FANCY WINNING A FREE PS2 GAME TOO...)

Name ____________________

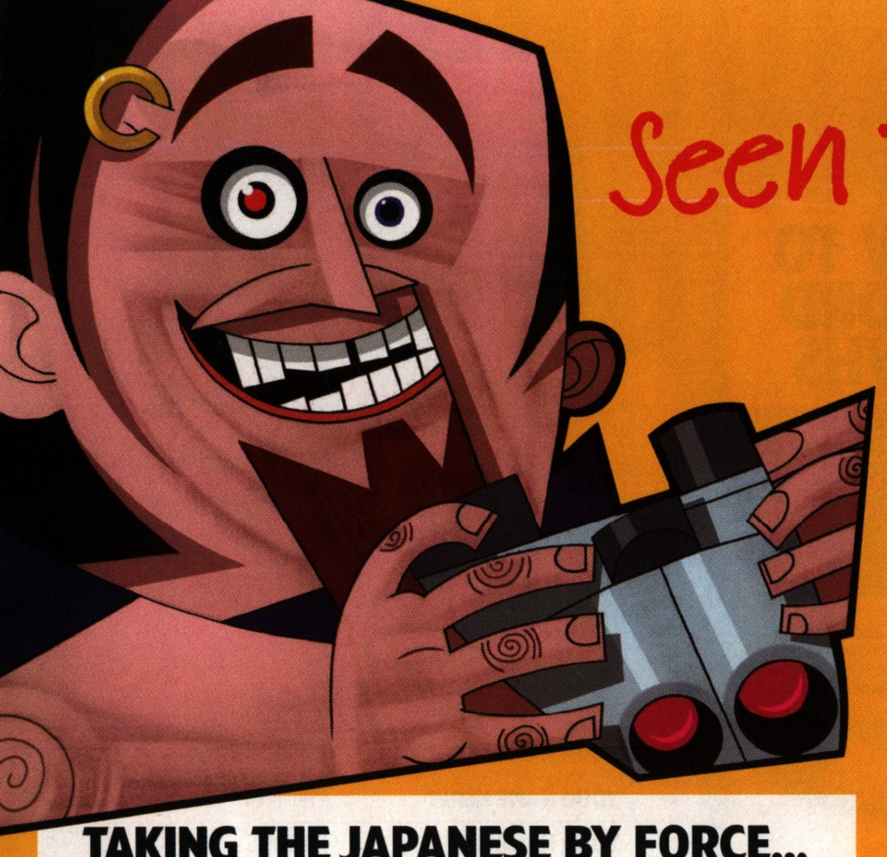
Address ____________________

The game you've nailed ____________________

Your achievment (points/time/score) ____________________

REMEMBER! Don't forget to send us a photograph of yourself!

SEND THIS FORM TO: Challenge Zone, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW



Seen this...?

#2

STUFF YOU SHOULD HAVE DONE IN...

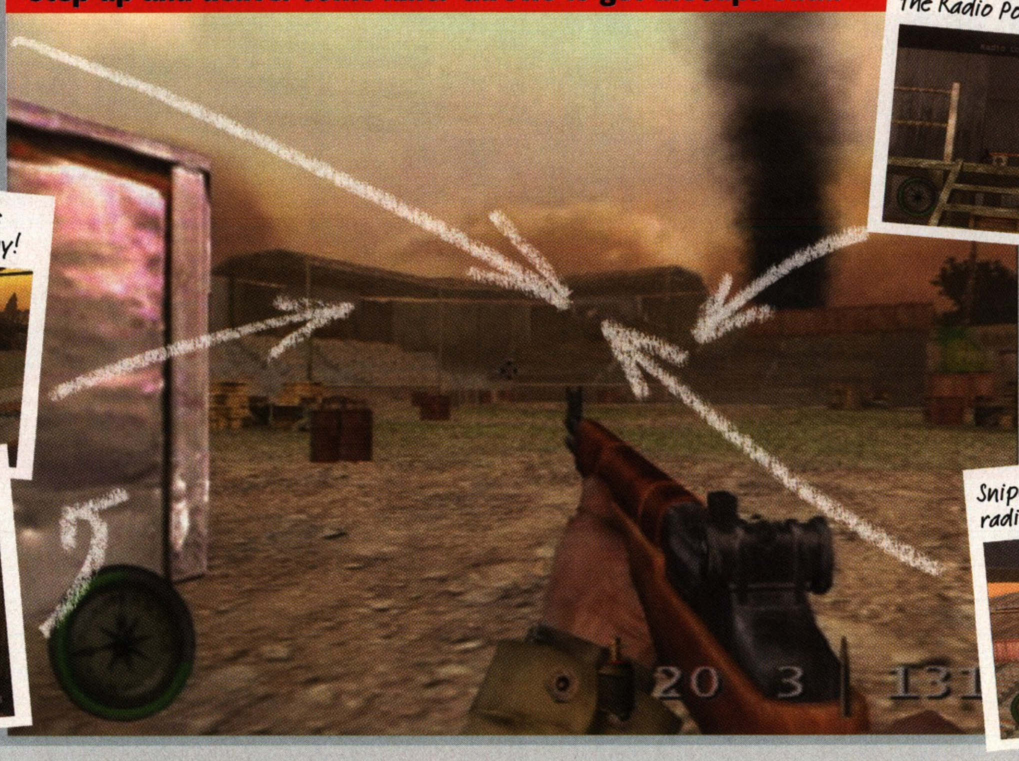
MEDAL OF HONOR: RISING SUN

TAKING THE JAPANESE BY FORCE...

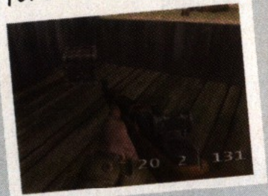
This time around you get a little bit of help from other battle-hardened Yanks but when it comes down to it you still have to do all of the hard work. That's why we've busted open all of the toughest bits right here. There is nothing worse than fighting your way through a tough level like The Fall Of The Philippines only to get struck out on the Baseball Field and have to start all over again. By checking out our pictorial guide you will immediately know all the danger spots and be able to form a sure fire winning strategy to send the Japanese fleeing. Now you have no excuses for not winning the war... ■

PHILIPPINES BASEBALL FIELD

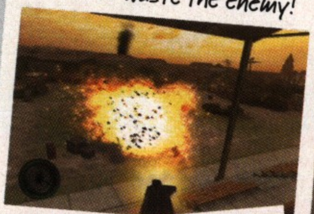
Step up and deliver some killer throws to get the Japs out...



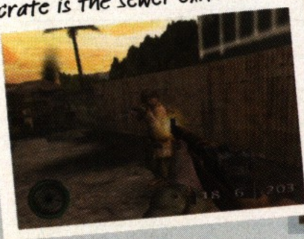
Smash open this box for a Bonus Objective!



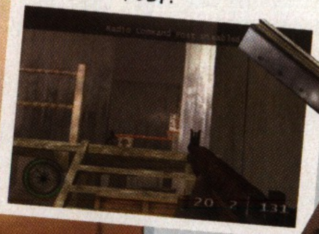
Machine gun the explosive barrels to waste the enemy!



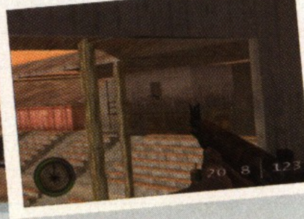
Around the other side of this crate is the sewer exit!



Shoot the operator to disable the Radio Post!

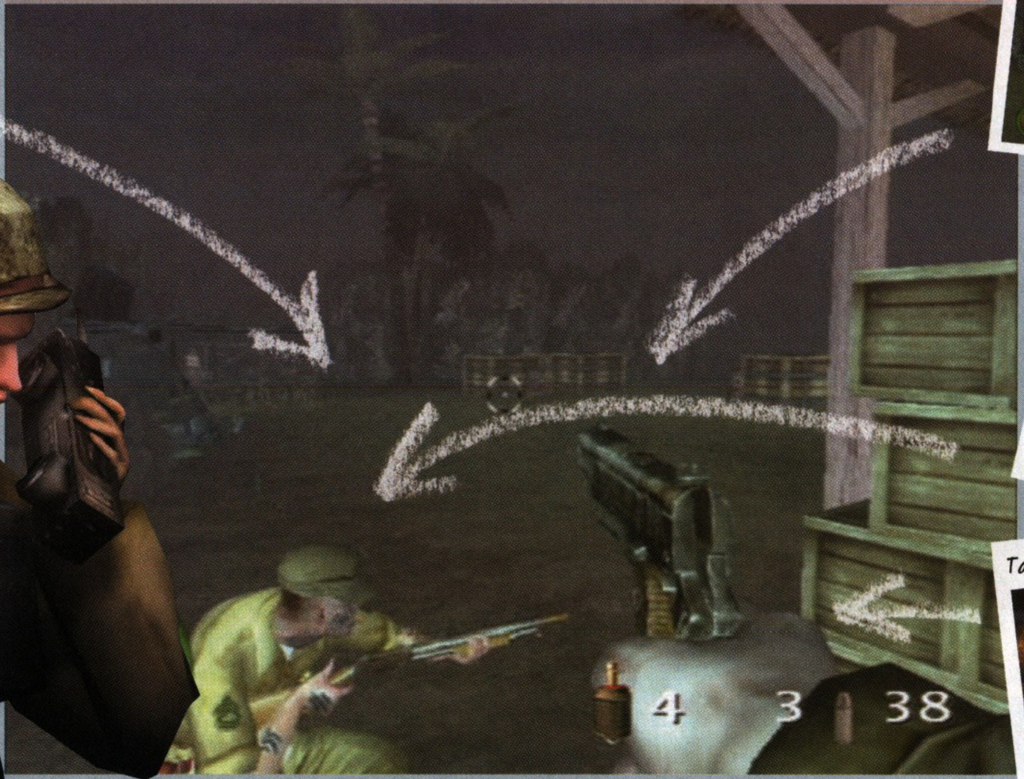


Snipe the gunner from the radio post before he sees you!



GUADALCANAL AMMO DEPOT

Set the night on fire in this grande finale...



Capture the airfield!

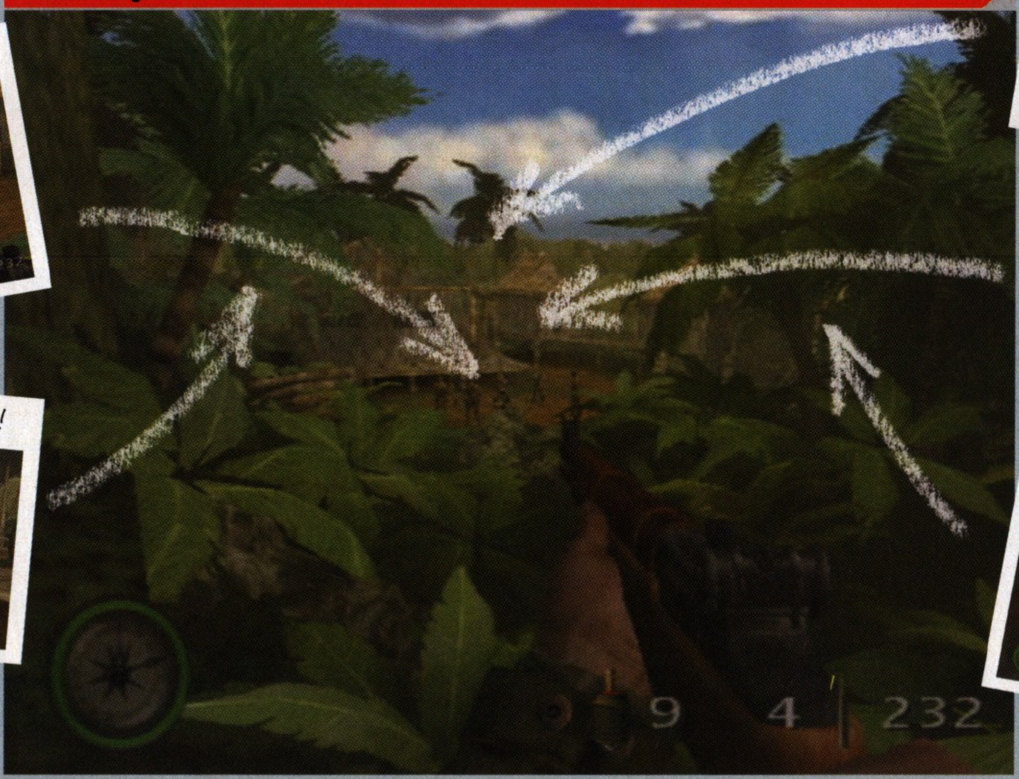
Target the explosive barrels to secure the area!

Blow up the tank!

Target the Ammo Depot!

PISTOL PETE POWS

Rescue your comrades with the minimum of fuss...



Kill the interrogators!

Wait for the incoming fire!

Grab the Machete here!

Clear the area of all the Japanese!

Take cover in this hut!

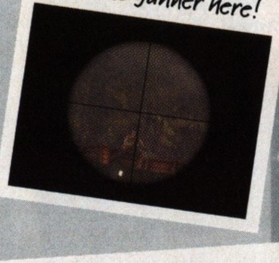
SEEN THIS?

STUFF YOU MIGHT HAVE MISSED

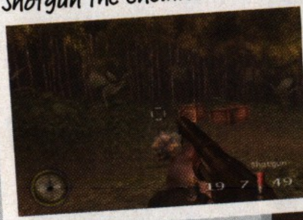
YAMASHITA'S TEMPLE RUIN

Follow our advice to avoid being shot to shreds!

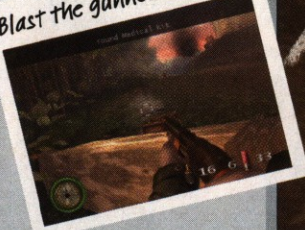
Snipe the gunner here!

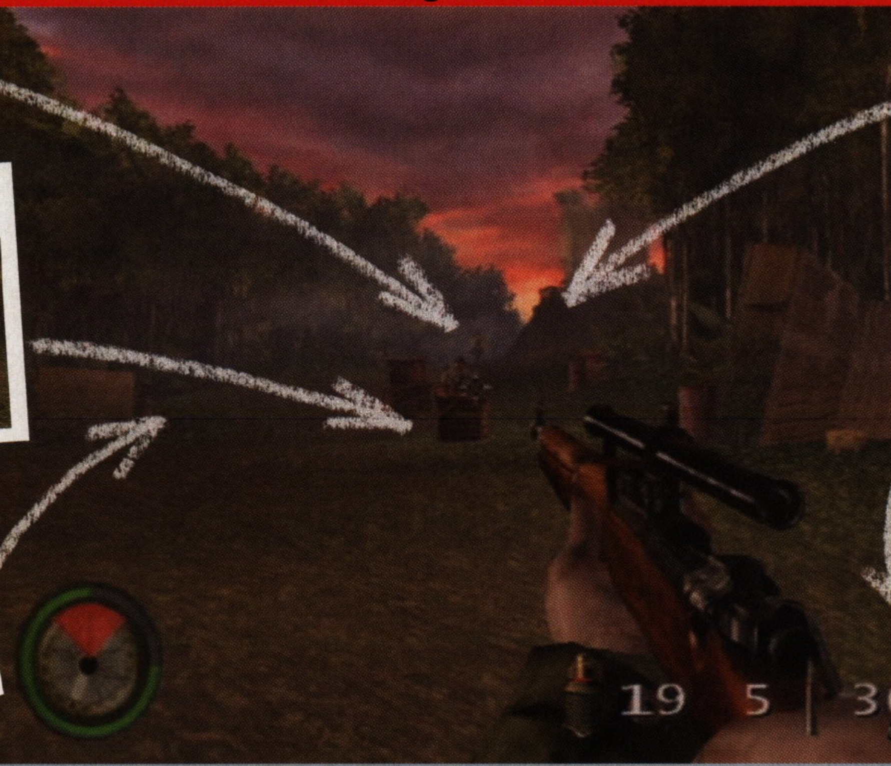


Take cover by the crates and Shotgun the enemies!

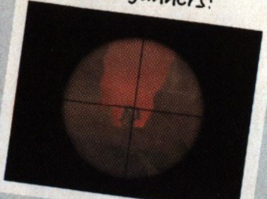


Blast the gunner here!

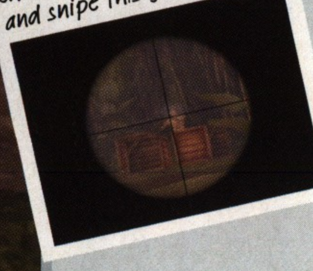


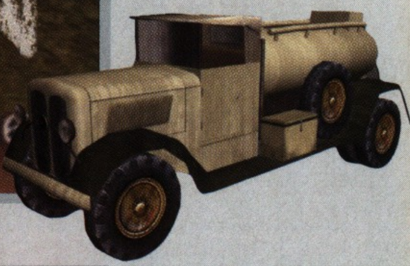


Snipe the gunners!



Sneak around the foliage and snipe this gunner!

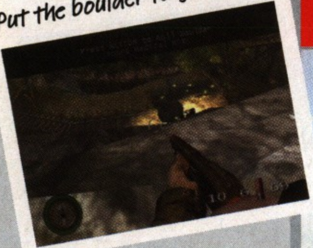




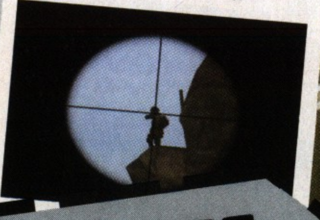
RIVER KWAI HILL

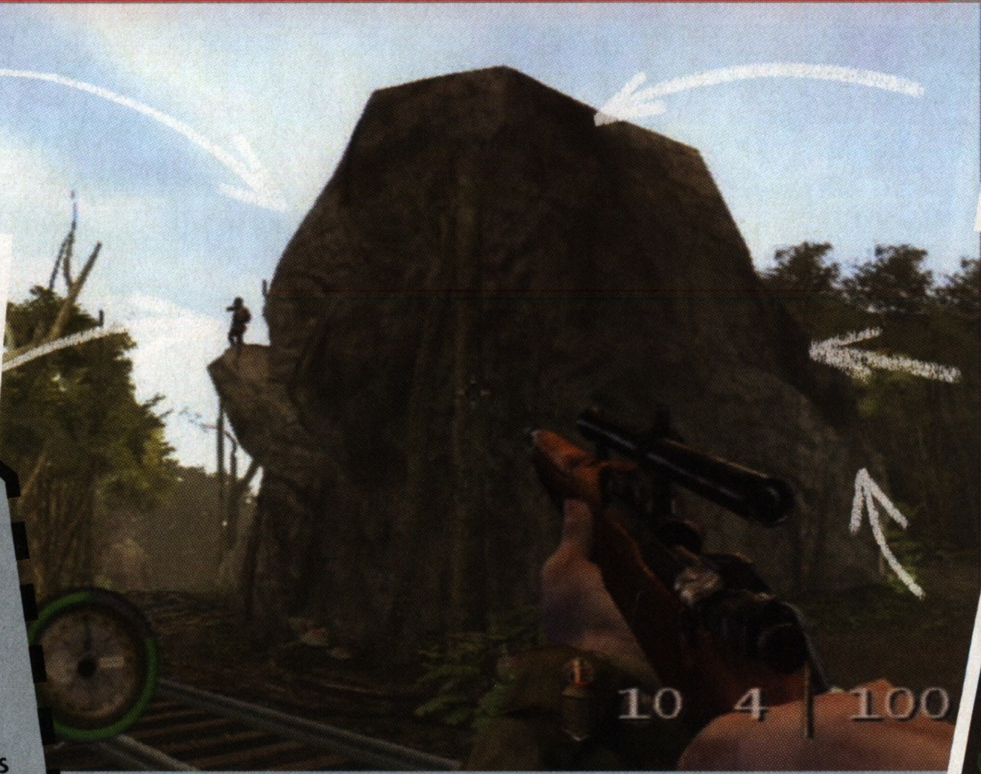
Don't get bogged down – take this hill by storm!

Put the boulder to good use!

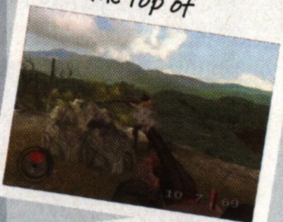


Snipe the soldier on the

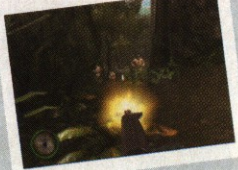




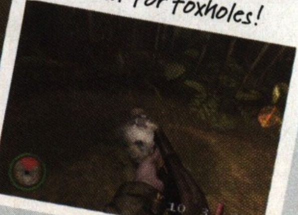
Clear the top of



Man the machine gun here!



Watch out for foxholes!



WIN!
PS2 GAMES

DONE SOMETHING UNUSUAL IN YOUR FAVOURITE GAME? FOUND SOME TOP NOTCH TOP SECRET BIT? THEN WE WANT TO HEAR FROM YOU! SEND IN THE DETAILS AND THE BEST ENTRY EVERY MONTH WILL WIN A PS2 GAME.

WRITE TO:
SEEN THIS?, CHEATZONE, 30 MONMOUTH ST, BATH, BA1 2BW
EMAIL:
CHEATZONE@FUTURENET.CO.UK

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FROM 007 NIGHTFIRE TO ZONE OF THE ENDERS – FINISH THE LOT NOW!
TIPS
XPLOSION!
Y PS2 GAME BLOWN APART!
NTIAL CHEATS AND TIPS
ERIOUS PS2 PLAYERS!
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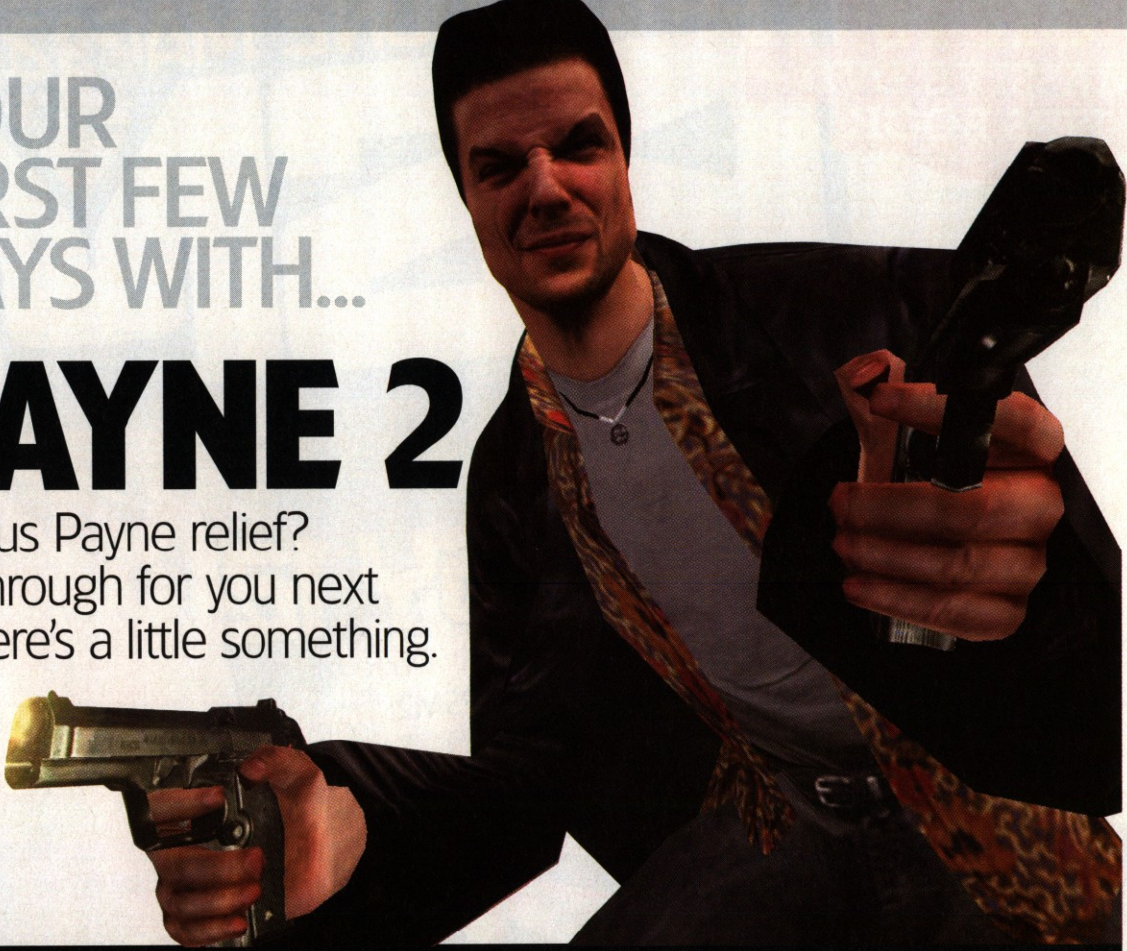
YOUR FIRST FEW DAYS WITH...

MAX PAYNE 2



In need of some serious Payne relief? We'll have a full walkthrough for you next month, but for now, here's a little something.

It's a cracking little game, but if you're new to the *Max Payne* universe, then processes like Bullet Time can leave you confused to say the least. We're old hands at all this, though, and are perfectly qualified to give you all the help you need with Max's first few days.

01 GENERAL TIPS

... or the best ways to keep Payne away from pain.

SLOW IT DOWN

Never fear that you're becoming over-reliant on the Shootdodging or Bullet Time Modes. They're the quickest and easiest solution for a sharp kill and are guaranteed to cause less damage to Max than any other method you could choose. Fact.

PAYNEKILLERS

You can carry up to eight Painkillers at any one time. If you have 100 per cent health, the full quota of Painkillers and you find some more, remember where they are for later, as you're sure to need them. It's pretty easy to retrace your steps.

PACK FROM THE DEAD

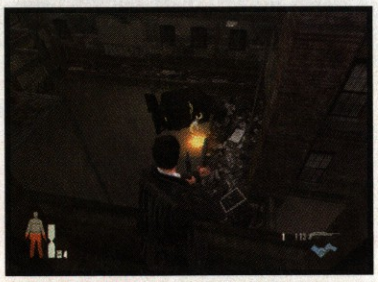
Every guy you kill will kindly leave you a little present behind. This is usually ammo for whatever weapon he was attacking you with, but occasionally you will come across a new weapon or Painkillers. Always make sure to check every pick-up.

LOOKY HERE

You'll occasionally need to check out a location before barging in all guns blazing. The easiest way to do this is to stand near the doorway and then use the right analogue stick to pan around. A clean sweep should take in most of the room and spot any potential targets.

BLABBERMOUTH

Get two or more of the enemy together and they prattle away like a couple of blabbermouths. Our tip is to hang back out of sight and listen to these conversations, as they'll often give away juicy info that pads out the storyline. And then kill them. Obviously.



BLOWN AWAY

If you're looking to save ammo, then keep an eye out for jerry cans like these. Conveniently, they're usually placed by a group of enemy guards, so one well-aimed shot should take the lot out – just make sure that you're not standing too close, eh?

PHONE A FRIEND

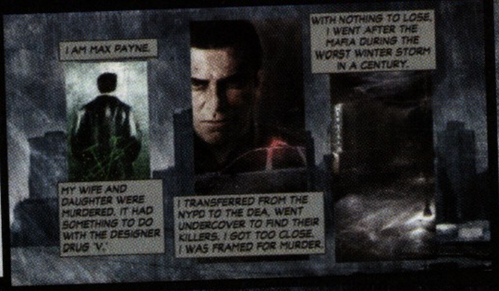
There are plenty of phones and answer machines dotted around the game, so make the most of them when you come across one. Walk up to one and press ⊡ and you'll often be able to phone someone or, in the case of the answer machine, pick up a message that'll give you another clue.

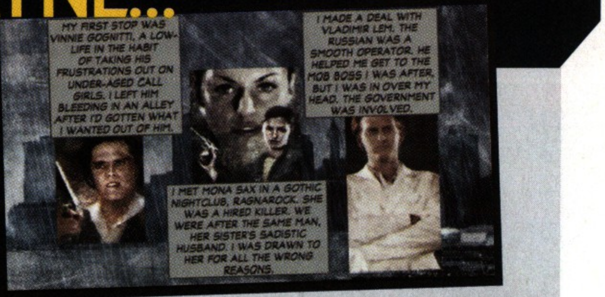
BUTTON BASHER

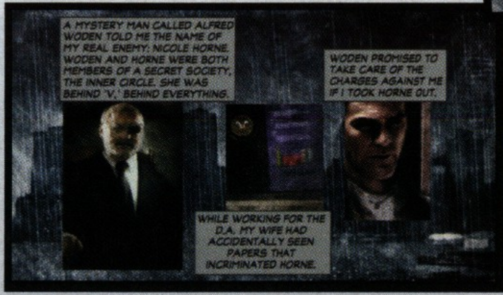
Pressing R3 gives you a super-fast scroll, which is perfect if you're ambushed from behind and don't want to use Bullet Time mode. Pressing the other analogue stick down puts Max into a crouch mode and this will greatly reduce the amount of hits he takes in a shootout.

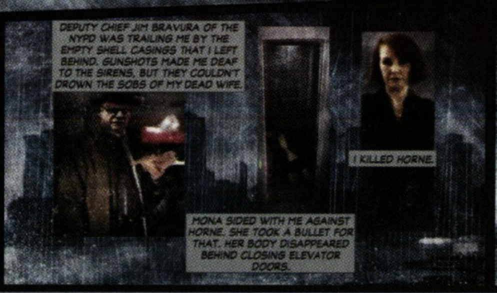
02 PREVIOUSLY ON MAX PAYNE...

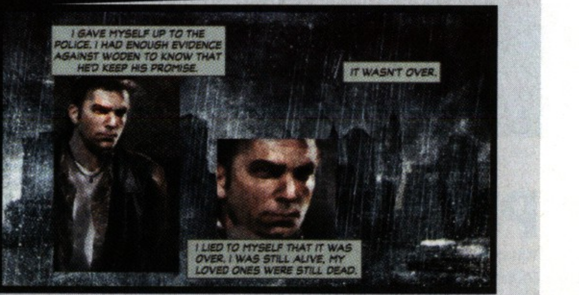
If you're new to the bleak world of Max Payne, then the first thing you should do is check out the Previously option on the main screen. This, via a series of graphic novel-style panels, gives you the perfect introduction to the events of the first *Max Payne* game.


I AM MAX PAYNE.
MY WIFE AND DAUGHTER WERE MURDERED. IT HAD SOMETHING TO DO WITH THE DESIGNER DRUG 'V.'
I TRANSFERRED FROM THE NYPD TO THE DEA, WENT UNDERCOVER TO FIND THEIR KILLERS. I GOT TOO CLOSE. I WAS FRAMED FOR MURDER.
WITH NOTHING TO LOSE, I WENT AFTER THE MAFIA DURING THE WORST WINTER STORM IN A CENTURY.


MY FIRST STOP WAS VINNIE GOGNITTI, A LOW-LIFE IN THE HABIT OF TAKING HIS FRUSTRATIONS OUT ON UNDER-AGED CALL GIRLS. I LEFT HIM BLEEDING IN AN ALLEY AFTER I'D GOTTEN WHAT I WANTED OUT OF HIM.
I MET MONA SAX IN A GOTHIC NIGHTCLUB, RAGNAROCK. SHE WAS A HIRED KILLER. WE WERE AFTER THE SAME MAN, HER SISTER'S SADISTIC HUSBAND. I WAS DRAWN TO HER FOR ALL THE WRONG REASONS.
I MADE A DEAL WITH VLADIMIR LEM. THE RUSSIAN WAS A SMOOTH OPERATOR. HE HELPED ME GET TO THE MOB BOSS I WAS AFTER, BUT I WAS IN OVER MY HEAD. THE GOVERNMENT WAS INVOLVED.


A MYSTERY MAN CALLED ALFRED WODEN TOLD ME THE NAME OF MY REAL ENEMY: NICOLE HORNE. WODEN AND HORNE WERE BOTH MEMBERS OF A SECRET SOCIETY, THE INNER CIRCLE. SHE WAS BEHIND 'V,' BEHIND EVERYTHING.
WHILE WORKING FOR THE D.A. MY WIFE HAD ACCIDENTALLY SEEN PAPERS THAT INCRIMINATED HORNE.
WODEN PROMISED TO TAKE CARE OF THE CHARGES AGAINST ME IF I TOOK HORNE OUT.

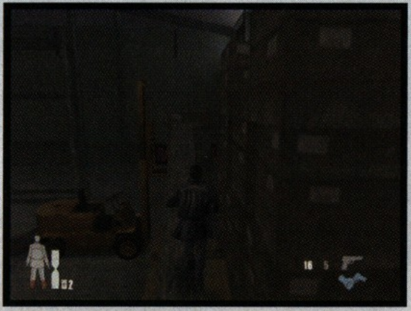

DEPUTY CHIEF JIM BRAVURA OF THE NYPD WAS TRAILING ME BY THE EMPTY SHELL CASINGS THAT I LEFT BEHIND. GUNSHOTS MADE ME DEAF TO THE SIRENS, BUT THEY COULDN'T DROWN THE SOBS OF MY DEAD WIFE.
MONA SIDED WITH ME AGAINST HORNE. SHE TOOK A BULLET FOR THAT. HER BODY DISAPPEARED BEHIND CLOSING ELEVATOR DOORS.
I KILLED HORNE.


I GAVE MYSELF UP TO THE POLICE. I HAD ENOUGH EVIDENCE AGAINST WODEN TO KNOW THAT HE'D KEEP HIS PROMISE.
I LIED TO MYSELF THAT IT WAS OVER. I WAS STILL ALIVE, MY LOVED ONES WERE STILL DEAD.
IT WASN'T OVER.

03 WORK IT, BABY

Interaction's what you need...

There are plenty of objects dotted around *Max Payne 2* that you can interact with, including this forklift truck you'll find in the second room in the warehouse. Press ◎ right next to it and it'll lift a plank up, giving you a handy ramp. Go up this plank and, at the top, jump across the boxes to the end. Here there's a crate containing some 9mm Ammo, a single Grenade and a Painkiller.



04 TV HELL

Sucking from the cathode teat.

You'll come across loads of TVs in the game and, in a rare moment of humour, it's worth hanging around to listen to the dialogue, as it's priceless. Here's a selection of our favourite shows...

MAX HEAT 7
Adult entertainment, complete with moaning woman and a female sidekick called Laura Norder.

DICK JUSTICE
Blaxploitation version of Max Payne's story.

LORDS AND LADIES
Apparently Silk and Lace magazine gives it a five handkerchief rating. Must be good then.

CAPTAIN BASEBALL BAT BOY
Featuring the Freakin Zombie Demons From Outer Space.

05 BITE THE BULLET

Twist physics to suit your needs with these useful options.

An attack from one of the enemy will do the same amount of damage to you as one you dish out to them, but you do have a couple of aces up your sleeves in the shape of Bullet Time and Shootdodging.

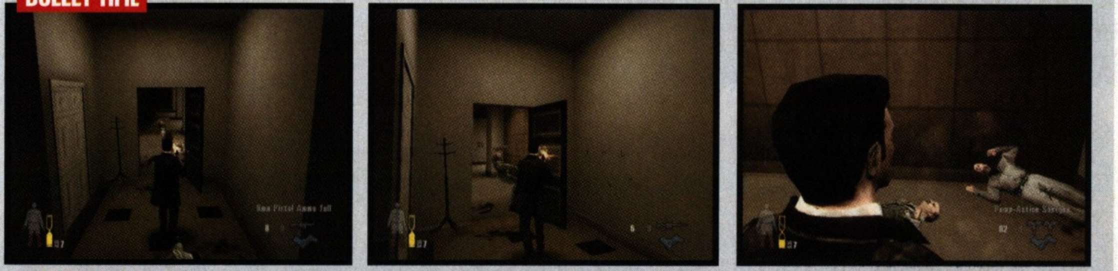
BULLET TIME

Press L2 and you'll enter Bullet Time. The hourglass timer shows how long you've got in this mode, but, basically, it gives you the ability to slow time down. The more enemies you kill in Bullet Time, the slower they become (while your speed remains the same). This is perfect if you've entered an area packed with guards, as the more you kill, the easier it becomes.

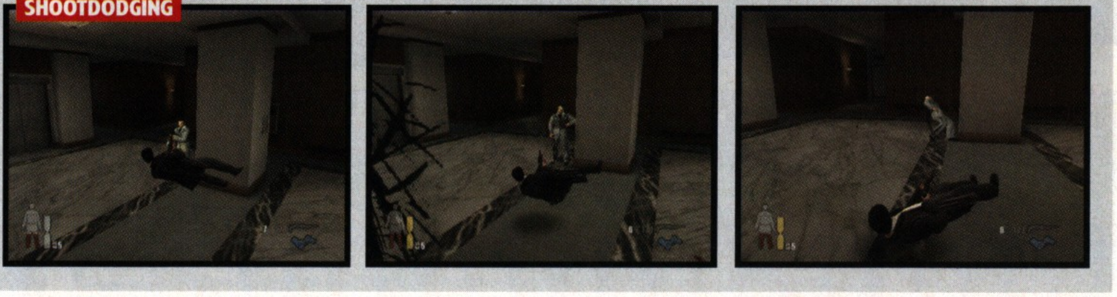
SHOOTDODGING

A far more basic form of Bullet Time and perfect when you want to clear one or two enemies with little or no loss of your own health. Press L1 and a direction will cause Max to dive in that path – and you're still able to aim in real-time. If you dive into an ambush, you're able to change direction in mid-air with the right analogue stick and, for even more protection, if you keep the R1 button held down after the Shootdodge move, you'll stay on the ground and continue firing from there.

BULLET TIME

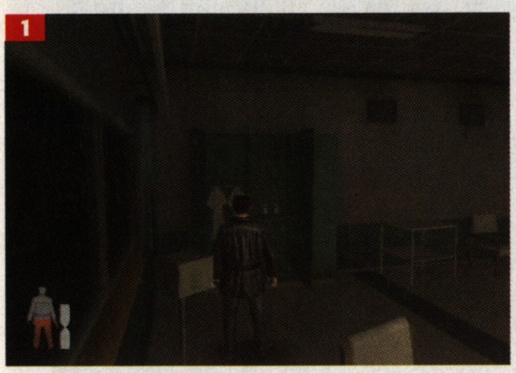


SHOOTDODGING



06 CHAPTER 1: THE DARKNESS INSIDE

Now we have a walkthrough of the first two chapters for you, complete with every bonus item.


1

PROLOGUE

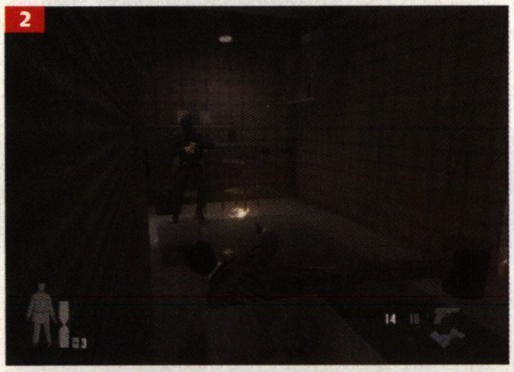
You don't play this first bit, but you do get a brief insight into what's coming up. Like the first *Max Payne* game, you start off in the present time, with the rest of the game being played as a flashback. Folk are dead and Max is in hospital, so it's safe to assume this ain't a jolly game. In fact, anyone who has a disposition for melancholia should probably find something a bit happier.

THE HOSPITAL, EARLIER TONIGHT

Max may be alive, but he's taken a bit of a battering. You start the game proper in your hospital room, with half your health missing. Examine the green cabinet in the corner of the room (see 1) and you'll find two Painkillers and these should help to make Max feel a bit more normal.

Flashbacks continue to haunt Max as he makes his way through the hospital rooms, but they do eventually clear. When you get to the reception area, check out the red first aid box for three more of those handy Painkillers.

You'll find your first weapon in the next room, but you'll also have a guard to kill (see 2). There's another flashback now, then it's just a case of heading into the lift to finish the level.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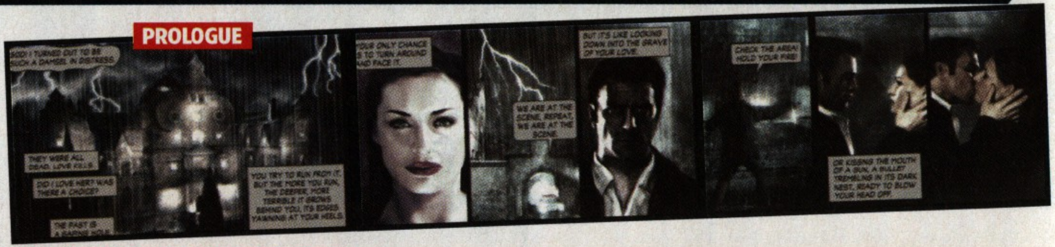
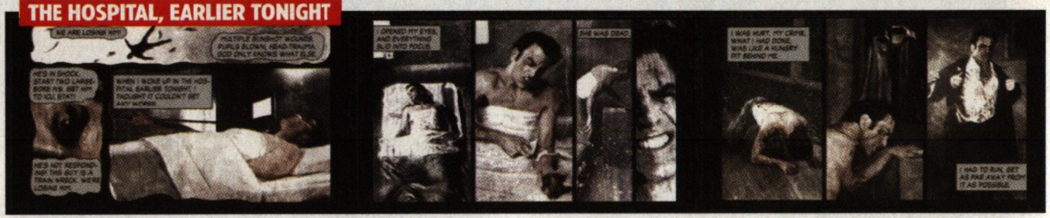
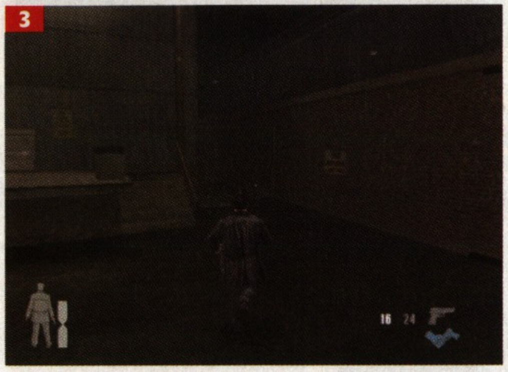

PROLOGUE

SO! I TURNED OUT TO BE SUCH A DAMSEL IN DISTRESS.
THEY WERE ALL DEAD. LOVE KILLS.
DID I LOVE HER? WAS THERE A CHOICE?
THE PAST IS A GAPING HOLE.
YOU TRY TO RUN FROM IT. BUT THE MORE YOU RUN, THE DEEPER, MORE TERRIBLE IT GROWS BEHIND YOU, ITS EDGES YAWNING AT YOUR HEELS.
YOUR ONLY CHANCE IS TO TURN AROUND AND FACE IT.
WE ARE AT THE SCENE, REPEAT, WE ARE AT THE SCENE.
BUT IT'S LIKE LOOKING DOWN INTO THE GRAVE OF YOUR LOVE.
CHECK THE AREA! HOLD YOUR FIRE!
OR KISSING THE MOUTH OF A GUN, A BULLET TREMBLING IN ITS DARK NEST, READY TO BLOW YOUR HEAD OFF.


THE HOSPITAL, EARLIER TONIGHT

WE ARE LOSING HIM!
MULTIPLE GUNSHOT WOUNDS. PUPILS BLOWN, HEAD-TRAUMA. GOD ONLY KNOWS WHAT ELSE.
HE'S IN SHOCK. START TWO LARGE-BORE IVS. GET HIM TO ICU, STAT!
WHEN I WOKE UP IN THE HOSPITAL EARLIER TONIGHT, I THOUGHT IT COULDN'T GET ANY WORSE.
HE'S NOT RESPONDING! THIS GUY IS A TRAIN WRECK. WE'RE LOSING HIM.
I OPENED MY EYES, AND EVERYTHING SLID INTO FOCUS.
SHE WAS DEAD.
I WAS HURT. MY CRIME, WHAT I HAD DONE, WAS LIKE A HUNGRY PIT BEHIND ME.
I HAD TO RUN, GET AS FAR AWAY FROM IT AS POSSIBLE.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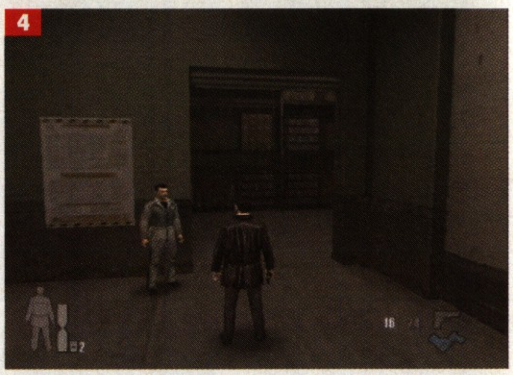
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ELEVATOR DOORS

NEW YORK CITY, LAST NIGHT

Woden kept his word and, after all the carnage of the first game, Payne still manages to come out a hero in a fantastic cover-up. Back on the NYPD, he's called to a warehouse...

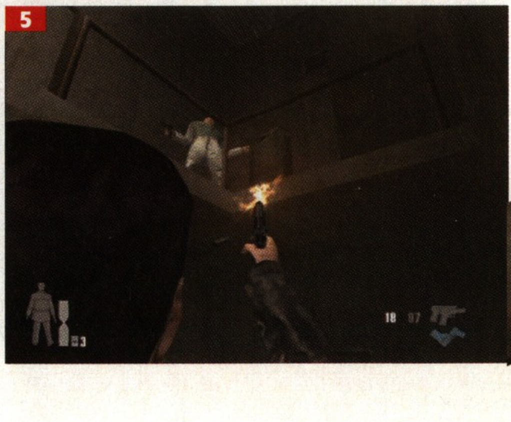
From the start, head off to the right and through the gap in the fence (see 3). Around the corner, go up the steps and into the warehouse itself. Follow it round and a cut-scene will take you to a small area with a TV – there are two Painkillers here. Continue around this level of the warehouse and you'll bump into your first member of the Squeaky Clean cleaning company. He tries to make you believe that he works for a legitimate cleaning company and that the gunfire you heard was from a gun workshop on the top floor. Don't believe him, but don't kill him just yet, as he'll help you through a locked door (see 4). After he unlocks it, spin around; shoot him and the other guard that appears in this new room – not forgetting to frisk all the corpses for extra ammo.

There are two more guards in the next area to deal with – both holding 9mm ammo. Continue on up the stairs, but you'll hear voices from the top of the stairs, so aim upwards and at the green jerry can at the top. Shoot this (from a safe distance – see 5) and you'll kill the two guards here with a single shot.

There's some 9mm ammo in a cupboard in the next room, plus an answer phone message from Vlad to Annie. Collect some more 9mm ammo from the locker in the next room. There are some useful Painkillers in the cupboard next to the gun poster in the next room, plus shotgun ammo in the safe in the corner. Finally, there are more Painkillers on desk to the left of the entrance to the room and on the desk by the light.

You're too late to save Annie in the next room (see 6), but, after killing the two guards (and collecting the 9mm ammo they conveniently leave behind), you'll find some more Painkillers and, more importantly, the Sawed-off Shotgun and Ammo on the desk in the corner.

You've now alerted the rest of the guards to your presence, so arm your Shotgun and get ready. Kill the one that follows you into the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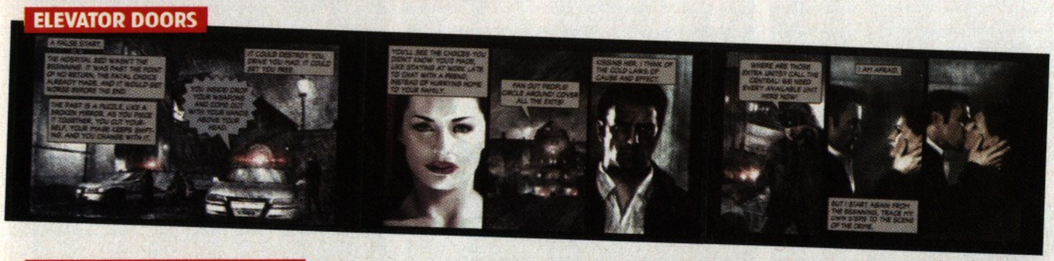
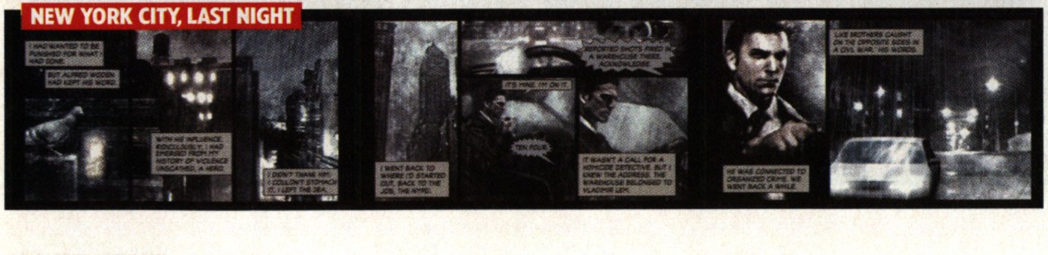
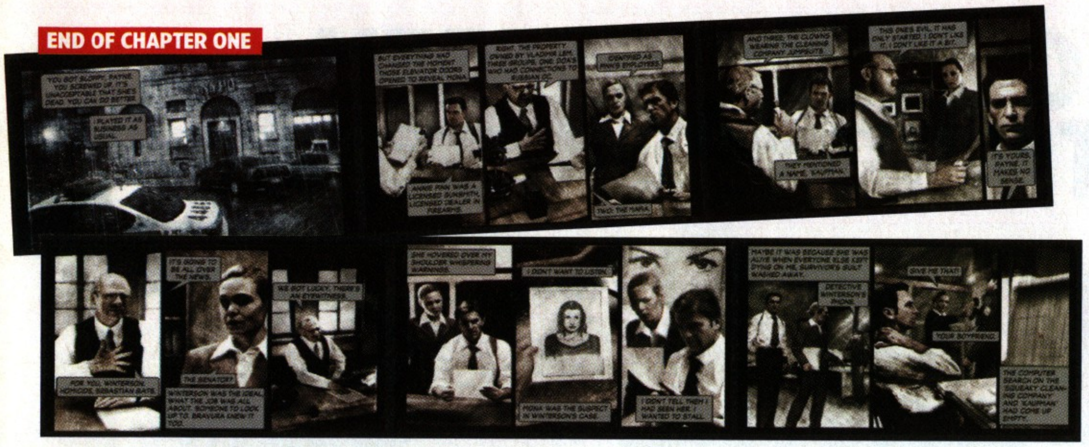

ELEVATOR DOORS

A FALSE START.
THE HOSPITAL BED WASN'T THE BEGINNING. IT WAS PAST THE POINT OF NO RETURN, THE FATAL CHOICE ALREADY MADE, AND IT WOULD GET WORSE BEFORE THE END.
THE PAST IS A PUZZLE, LIKE A BROKEN MIRROR. AS YOU PIECE IT TOGETHER, YOU CUT YOURSELF, YOUR IMAGE KEEPS SHIFTING, AND YOU CHANGE WITH IT.
YOU INSIDE! DROP YOUR WEAPONS AND COME OUT WITH YOUR HANDS ABOVE YOUR HEAD.
IT COULD DESTROY YOU, DRIVE YOU MAD. IT COULD SET YOU FREE.
YOU'LL SEE THE CHOICES YOU DIDN'T KNOW YOU'D MADE. LIKE STAYING AT WORK LATE TO CHAT WITH A FRIEND, INSTEAD OF HURRYING HOME TO YOUR FAMILY.
FAN OUT PEOPLE! CIRCLE AROUND! COVER ALL THE EXITS!
KISSING HER, I THINK OF THE COLD LAWS OF CAUSE AND EFFECT.
WHERE ARE THOSE EXTRA UNITS? CALL THE CENTRAL! WE NEED EVERY AVAILABLE UNIT HERE NOW!
I AM AFRAID.
BUT I START AGAIN FROM THE BEGINNING, TRACE MY OWN STEPS TO THE SCENE OF THE CRIME.

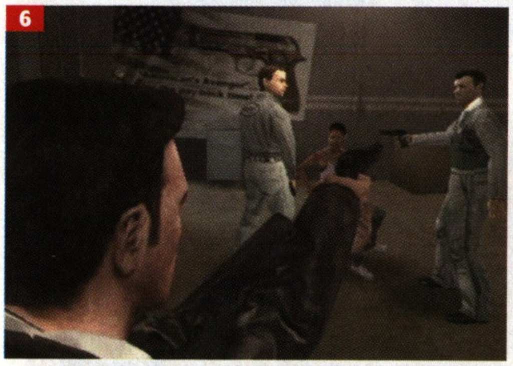

NEW YORK CITY, LAST NIGHT

I HAD WANTED TO BE PUNISHED FOR WHAT I HAD DONE.
BUT ALFRED WODEN HAD KEPT HIS WORD.
WITH HIS INFLUENCE, RIDICULOUSLY, I HAD EMERGED FROM MY HISTORY OF VIOLENCE UNSCATHED, A HERO.
I DIDN'T THANK HIM. I COULDN'T STOMACH IT. I LEFT THE DEA.
I WENT BACK TO WHERE I'D STARTED OUT, BACK TO THE JOB, THE NYPD.
REPORTED SHOTS FIRED IN A WAREHOUSE THERE. ACKNOWLEDGE.
IT'S MINE. I'M ON IT.
TEN FOUR.
IT WASN'T A CALL FOR A HOMICIDE DETECTIVE. BUT I KNEW THE ADDRESS. THE WAREHOUSE BELONGED TO VLADIMIR LEM.
HE WAS CONNECTED TO ORGANIZED CRIME. WE WENT BACK A WHILE.
LIKE BROTHERS CAUGHT ON THE OPPOSITE SIDES IN A CIVIL WAR, HIS WORDS.

END OF CHAPTER ONE


YOU GOT SLOPPY, PAYNE. YOU SCREWED UP. IT'S UNACCEPTABLE THAT SHE'S DEAD. YOU CAN DO BETTER.
I PLAYED IT AS BUSINESS AS USUAL.
BUT EVERYTHING HAD CHANGED THE MOMENT THOSE ELEVATOR DOORS OPENED TO REVEAL MONA.
ANNIE FINN WAS A LICENSED GUNSMITH, LICENSED DEALER IN FIREARMS.
RIGHT. THE PROPERTY OWNED BY VLADIMIR LEM. THREE GROUPS. ONE: DOA'S WHO HAD CONNECTIONS TO RUSSIAN OC.
IDENTIFIED AS FINN'S EMPLOYEES.
TWO: THE MAFIA.
AND THREE: THE CLOWNS WEARING THE CLEANING COMPANY JUMPSUITS.
THEY MENTIONED A NAME. 'KAUFMAN.'
THIS ONE'S EVIL. IT HAS ONLY STARTED. I DON'T LIKE IT. I DON'T LIKE IT A BIT.
IT'S YOURS, PAYNE. IT MAKES NO SENSE.
FOR YOU, WINTERSON. HOMICIDE. SEBASTIAN GATE.
IT'S GOING TO BE ALL OVER THE NEWS.
THE SENATOR?
WINTERSON WAS THE IDEAL. WHAT THE JOB WAS ALL ABOUT. SOMEONE TO LOOK UP TO. BRAVURA KNEW IT TOO.
WE GOT LUCKY. THERE'S AN EYEWITNESS.
SHE HOVERED OVER MY SHOULDER WHISPERING WARNINGS.
I DON'T WANT TO LISTEN.
MONA WAS THE SUSPECT IN WINTERSON'S CASE.
I DIDN'T TELL THEM I HAD SEEN HER. I WANTED TO STALL.
MAYBE IT WAS BECAUSE SHE WAS ALIVE WHEN EVERYONE ELSE KEPT DYING ON ME. SURVIVOR'S GUILT WASHED AWAY.
DETECTIVE WINTERSON'S PHONE.
GIVE ME THAT!
YOUR BOYFRIEND.
THE COMPUTER SEARCH ON THE 'SQUEAKY CLEANING COMPANY' AND 'KAUFMAN' HAD COME UP EMPTY.

6



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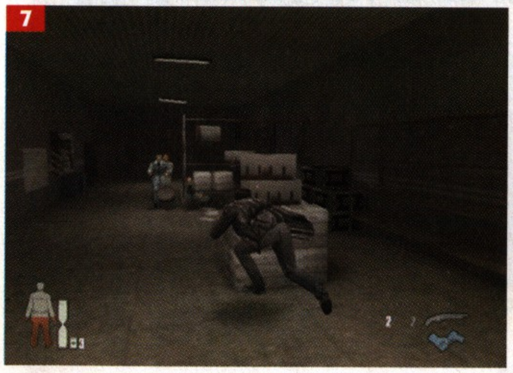


room, and then head through to the next room, where there are three more enemies waiting for you. Hide behind the crates in the middle of the room (see 7) and pick the guards off one at a time with close-range shotgun attacks. Now search the lockers here for two more Painkillers and some Shotgun Ammo.

A cut-scene now shows three guards being 'offed' by the mysterious Mona Sax. Which is odd, as the last time you saw her, she took a bullet in the head. After a brief cut-scene and some flirty small talk, go into the elevator she took and head down.

In the final room (back near where you started), there's a troublesome guard. Shoot him as normal, or if you fancy being a little more flash, aim for the cans near where he's stood to blow him up.

CHAPTER 2:

A CRIMINAL MASTERMIND

Vlad's pinned down by a group of small-time mobsters and needs your help. You'll automatically enter the club from the rear, and then it's up to you.

From the start, head off down the corridor to the right for some Painkillers. Then go up the stairs. There are three enemies at the top, so switch to Bullet Time mode and wipe the lot out with a few well-aimed shots. They leave behind an Ingram, Sawn-off Shotgun and a 9mm Pistol, so collect all that booty and then go into the office to the right to listen in on a phone call from Vlad, but whom is he talking to? Hmm, all will be revealed...

Continue up the stairs and you'll meet up with Mike The Cowboy (see 8). Go up the stairs again and, in the room at the end of the corridor, you'll find three enemies. Use the Shootdodge move to burst through the door (making sure you're armed with the Ingram semi-automatic first) and you should clear them out easy enough.

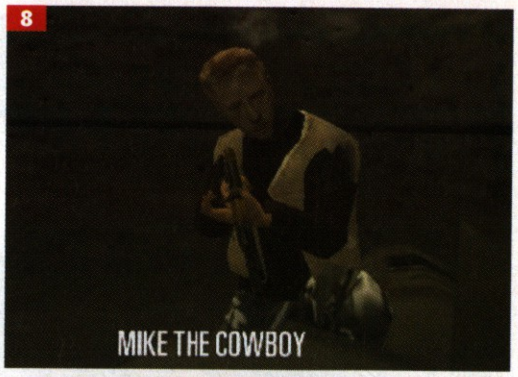
With the enemies gone, search the room for loads of ammo and the odd Painkiller or two – it's all pretty simple to find. Go through and then up the next lot of stairs. Kill three more enemies (after listening to their conversation for clues), collect the ammo they leave behind and go down the stairs. Kill the next enemy and pick up the four Painkillers from the cabinet by the door.

Head through the next door and then kill the two enemies immediately. Now quickly head down the staircase to avoid being shot through the metal walkway. Kill the next two enemies you run into, then go back up to the first floor and through the door. You'll need to go into Bullet Time for the next enemy. Then, after killing him, head for the cabinet on the wall behind him for three very useful Painkillers and a whole load of ammo (see 9).

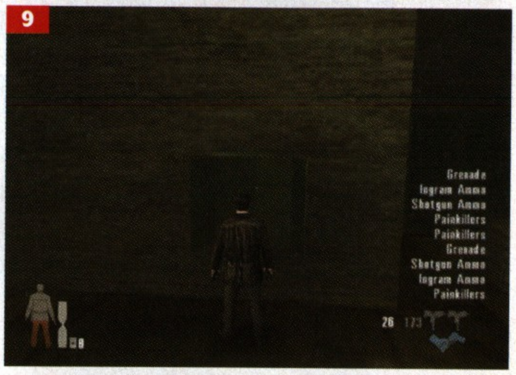
There are four enemies in the next room. Go to the tables on the raised area on the far left side for a Shotgun and a good chunk of ammo, too. It's about to get a lot worse, so hopefully you should have a good stockpile of Painkillers by now. Enter the next room and either duck behind something solid or immediately flip into Shootdodge Mode. You'll find seven enemies in here, on two levels. Aim for the ones on your level first, then keep moving and looking up to pick off the ones above you (see 10). After you've cleared the room, look for the crate in the middle with three Painkillers on it. Then head for the light brown door in one of the corners. When you go through it, you may think you've stumbled into a room full of junk, which you have, but leap over the sign and there, tucked away underneath it, are three very useful Grenades.

Go back into the last room and head through the door on the opposite side. Now, with his henchmen gone, Vinnie Gognitti decides to split... for now. ■

8


MIKE THE COWBOY

9


Grenade
Ingram Ammo
Shotgun Ammo
Painkillers
Painkillers
Grenade
Shotgun Ammo
Ingram Ammo
Painkillers

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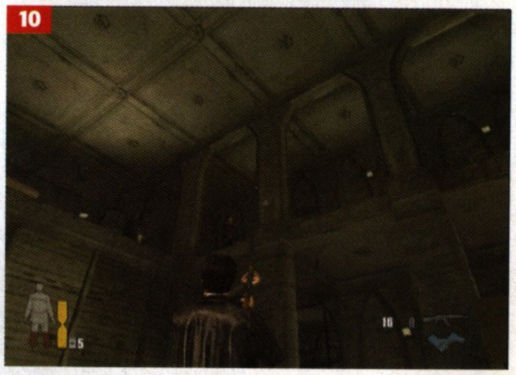

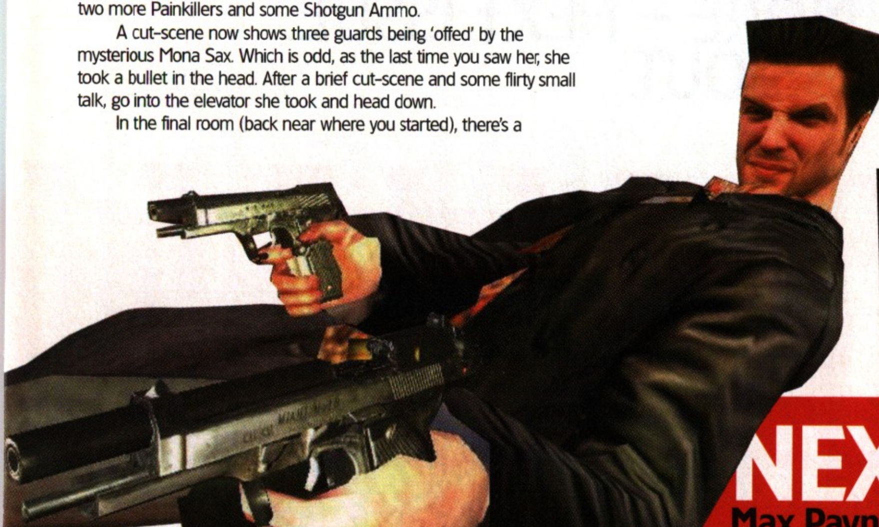

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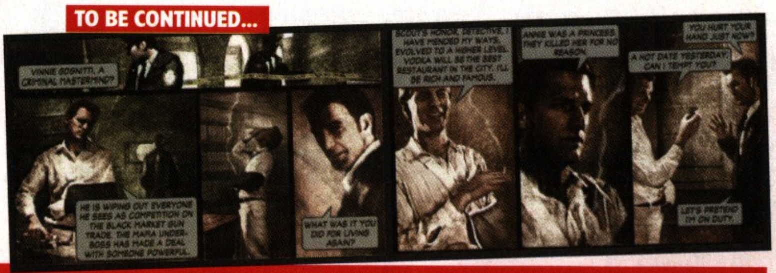
VINNIE GOGNITTI. A CRIMINAL MASTERMIND?
HE IS WIPING OUT EVERYONE HE SEES AS COMPETITION ON THE BLACK MARKET GUN TRADE. THE MAFIA UNDER-BOSS HAS MADE A DEAL WITH SOMEONE POWERFUL.
WHAT WAS IT YOU DID FOR LIVING AGAIN?
SCOUT'S HONOR, DETECTIVE. I HAVE MENDED MY WAYS. EVOLVED TO A HIGHER LEVEL. VODKA WILL BE THE BEST RESTAURANT IN THE CITY. I'LL BE RICH AND FAMOUS.
ANNIE WAS A PRINCESS. THEY KILLED HER FOR NO REASON.
YOU HURT YOUR HAND JUST NOW?
A HOT DATE YESTERDAY. CAN I TEMPT YOU?
LET'S PRETEND I'M ON DUTY.

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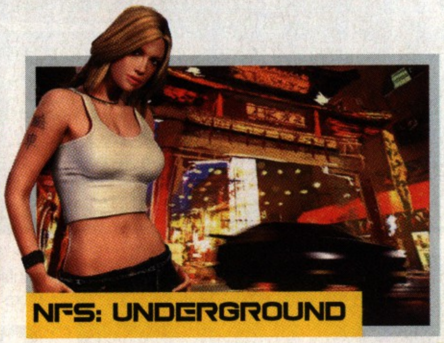
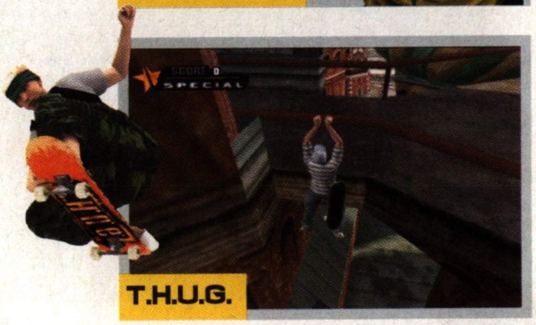
Precious is mine
THE RETURN OF THE KING


NFS: UNDERGROUND

FIFA 2004

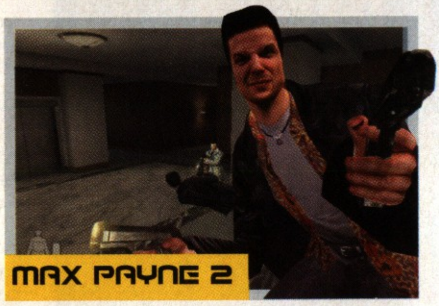
HERE COMES THE PAIN

SIMPSONS: HIT AND RUN



T.H.U.G.

THE SIMS: BUSTIN' OUT


MAX PAYNE 2

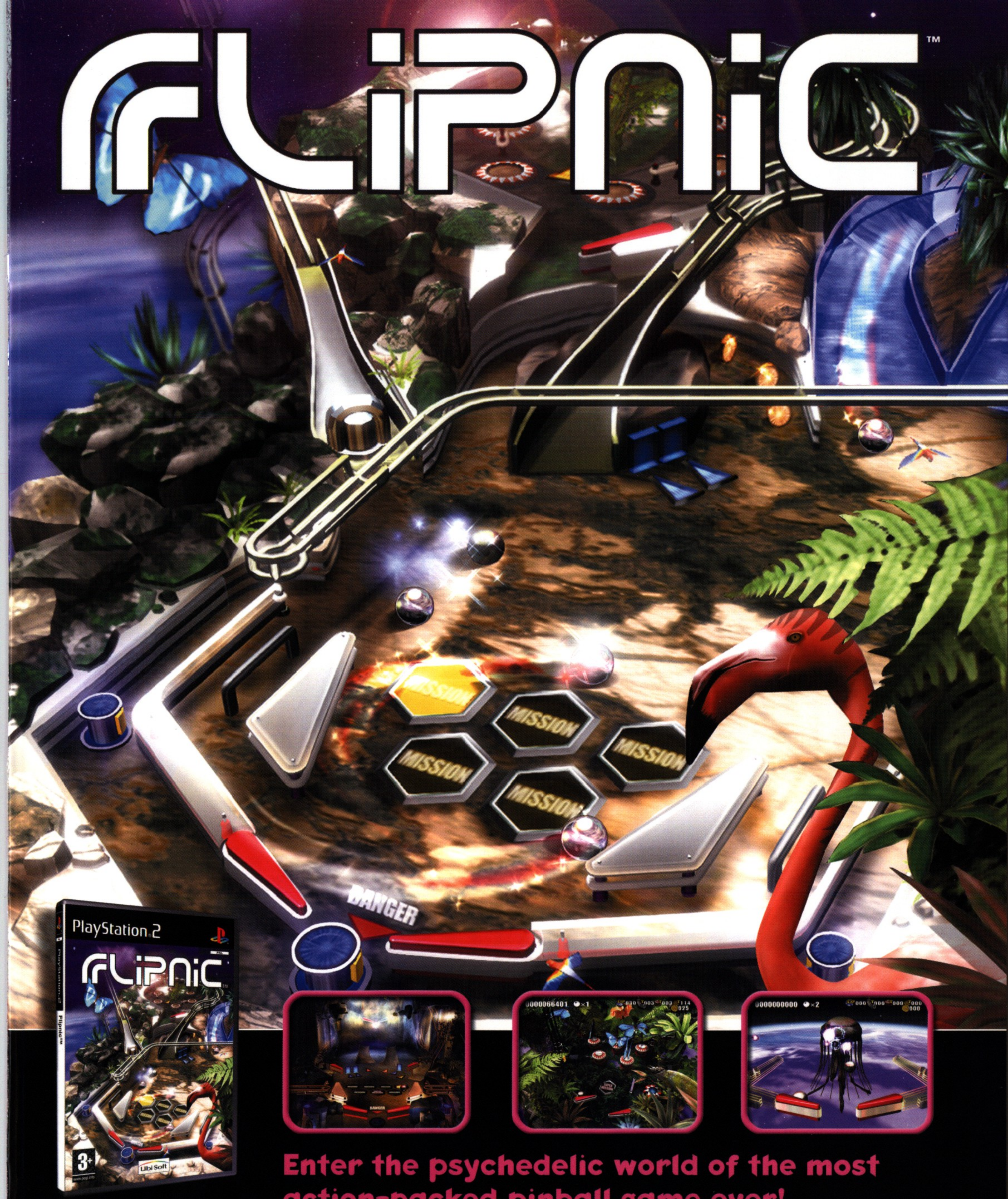
THINK AGAIN.

THESE – AND MUCH MORE – NEXT ISSUE.
DON'T MISS OUT.

CHEATZONE

ISSUE 3 ON SALE
WEDNESDAY 11TH FEBRUARY

*CONTENTS ARE SUBJECT TO CHANGE. SORRY.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Alex Ferguson's P. Manager
Aliens vs Predator:Extinction
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
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ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista
B = 0 2
Backyard Basketball
Backyard Wrestling
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
C = 0 3
Casper: Spirit Dimensions
Castlevania: L.of Innocence
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Checkmate
Chris Edwards' Aggressive I.
Circus Maximus
Citizen Kabuto, Giants
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Bump's: K's Car Battle
Crazy Taxi
Cricket 2002
Crush Hour, WWE
Cyprien's Chronicles
D = 0 4
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disaster Report
Disney Golf
Disney's D. Duck Quack Att.
Disney's Dinosaur
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Distant Thunder
Dot Hack
Downforce
Downhill Domination
Dr. Muto
Dragon Ball Z: Budokai 2
Dragonball Z: Budokai
Draken: Ancient Gates
Dredd vs Death
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
E = 0 5
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S, Driving
Emperor's Tomb
End Game
Enter the Matrix
Episode 1: Star Fighter
Escape from Monkey Island
ESPN Int. Winter Sports '02
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Play
F = 0 6
F1 2002
Fatal Frame
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy 10
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frontline, Medal of Honor
Futurama
G = 0 7
G1 Jockey
Galerians: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Gladius
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTA 3
GTA: Vice City
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave
H = 0 8
Hack (Dot)
Harry Potter & Ch.of Secrets
Haunted Mansion
Haven: Call of the King
Headhunter
Herdy Gerdy
Here Comes The Pain
High Heat Baseball 02&03
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter: Reckoning Wayward
I = 0 9
In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
International Track & Field
ISS Pro Evolution
J = 1 0
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jikkyou World Soccer 2000
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 1 1
Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
L = 1 2
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
Lethal Skies 2
LMA Manager 2003
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge
M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2004
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
MLB 2004
Mobile S.Gundam:F.vs Zeon
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV's Celebrity Deathmatch
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes
N = 1 4
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Street Volume 2
NBA Tonight 2002
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL 2004
NFL Blitz 2003
NFL Gameday 2004
NHL 2004
Nightfire
No One Lives Forever
O = 1 5
Off Road Wide Open
Oni
Onimusha Blade Warriors
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
Operation Winback
P = 1 6
Pac-Man World 2
Penny Racers
Player Manager 2002
Pool Master: Q-Ball
Premier Manager 2002
Pride Fighting Champion.
Primal
Prince of Persia:S.of Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Q = 1 7
Q-Ball: Billiards Master
Quest for DragonBone Staff
R = 1 8
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction 1 & 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTS, Army Men
RTX Red Rock
R-Type Final
Rugby 2004
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure
S = 1 9
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Streets of L.A: True Crime
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust A Move
Super Trucks
Superman: Sh. of Apokolips
Syberia
T = 2 0
Tak and the Power of Juju
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2001
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr'nd
Top Gun: Combat Zones
Total Immersion Racing
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 2 1
Ulti. F. Champ: Throwdown
US Navy Seals, SOCOM
V = 2 2
Vampire Apocalypse
Vampire Night
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
Voyager Elite Force
V-Rally 3
W = 2 3
War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wild Arms 3
Winter Games: Snowboard.
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Racing, Merc. Benz
World Rally Champ.2 Extr.
Wrath of Cortex
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 2 4
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3
Y = 2 5
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duelof Roses
Z = 2 6
Zone of Enders: 2nd Runner
Zorro, Shadow of
0-9 = 2 7
007 Agent Under Fire
007 Nightfire
102 Dalmatians
13 (XIII)
18 Wheeler
2002 FIFA World Cup
7 Blades

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